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UNOFFICIAL GAMESPOT GAME GUIDE

BUNE

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Introduction

Gathering of Developers and Human Head Studios' Unreal-engine powered third-person Viking combat game Rune places the player in the role of Ragnar, the mightiest Viking warrior of a bygone age. Rune combines exploration and intense combat in an epic five-episode adventure featuring 15 melee weapons, special rune powers, and head-to-head multiplayer carnage.

This extensive Rune game guide includes:

- **Combat, Weapon, and Rune Power Strategies:** This section includes tips on combat and weapons. Also, you'll find strategies for implementing rune powers in single-and multiplayer battles.
- **Enemy Strategies:** Rune includes a diverse collection of enemies. This chapter features strategies for battling the various enemies found in the single-player game.
- **Rune walk-through:** Head here for a complete walk-through for all five episodes composing Rune's single-player game. You'll uncover secret areas and receive combat tips for specific battle situations.
- **Multiplayer Strategies:** This section covers tactics specific to Rune multiplayer gameplay.
- **Cheat Codes:** You'll find Rune cheat codes here for activating invulnerability, the ability to walk through walls, and how to load any level.





Chapter 1: Combat, Weapons, and Rune Power Strategies

Unlike typical first- and third-person action games, Rune eschews ranged weaponry (for the most part) for focused melee combat. But is it just grab a sword and start swinging? This section takes a look at Rune combat and includes strategies for battling enemies, using weapons, and activating rune powers.

Combat 101

You can't consistently win battles if you're standing toe-to-toe with each enemy and hacking away with a sword, hammer, or axe. Don't neglect strafing (or side-to-side) movement techniques to maneuver around an enemy and opponent's front side, the only side he can attack from. Strafe to the enemy's side or rear flank and attack there. Using strafe not only moves you to the enemy's side or rear, it helps avoid enemy attacks. Keep moving. Don't stand still and become a cushion for blows. Become a difficult target.

Using shields will also greatly improve your ability to remain healthy and conquer a foe in one-on-one combat. For the shield to operate effectively, it should be placed between you and your opponent - facing your opponent's incoming weapon attacks. Shields suffer damage and will break apart eventually. Don't expect to rely on a shield for too long. After defending a blow with the shield, follow up with your own quick strike attack. The ability to counterattack will keep you alive in the single-player game and pay dividends in multiplayer combat.

Weapons Arsenal

There are three types of weapons - swords, axes, and bashing weapons - with five specific weapons in each type. For instance, the sword category includes the Viking short sword, Roman sword, Viking broad sword, dwarven work sword, and dwarven battle sword. You'll find different weapons perform better in certain circumstances. For instances, swords are much better as slashing





weapons and sever the heads of zombies much more easily than bashing or axe weapons. Then again, bashing weapons can knock down enemy creatures, buying you extra time to maneuver or set up a second attack.

Seek out new weapons during the single-player game either grabbed from the body of a dead enemy or found in a secret alcove or hidden room. Ragnar will pick up any weapon you wish, unless he already carries the weapon. Further, all weapons will be carried and can be switched to at any time. It's possible to lose a weapon, though, either from throwing the weapon or losing a limb! You can regain limbs by grabbing health power-ups.

An important thing to remember about weapons is rate of fire. Larger weapons swing much slower than smaller weapons; even though the larger weapons pack a devastating punch, they're easier to dodge. For instance, in a battle between players with a short sword and a dwarven battle hammer, the short sword may win if the player can dodge a few battle hammer blows. The short sword attack moves much more quickly and can inflict lots of damage between each hammer blow. This goes back to combat 101 - it's important to keep moving, especially against an opponent with a larger, more powerful - but slower - weapon.

Rune Powers

Ragnar can't complete his mission on weapons alone - and multiplayer certainly wouldn't be the same without rune powers. Each of the 15 weapons contains a rune power. You gain rune power by locating the yellow power-ups, which either replenish some or all your rune energy. Each weapon requires a particular amount of rune energy to activate. Rune powers will help you clear rooms quickly and provide an extra damage punch during multiplayer contests.

Viking Short Sword: Magic Shield

Activating the short sword's rune power replaces your current shield with an even larger, more durable magic shield. The size of the magic shield depends on the shield you currently hold. It's an excellent defensive tool and helps greatly during one-on-one combat.





Roman Sword: Flame Sword

Ignite the Roman sword with flame. You'll inflict more damage as well as light targets on fire (which does damage over time).

Viking Broadsword: Vampire Attack

All damage you inflict to enemies comes back to you and replenishes your health. This is an excellent way of staying healthy during tough single-player battles and works well in multiplayer, too.

Dwarven Work Sword: Lightning

Arguably the most devastating of all rune powers, lightning works extremely well in multiplayer games. Hold the rune power until the last instant or until you can locate a room with several combatants. The lightning rips through opponents in seconds and elevates your kill score to new heights!

Dwarven Battle Sword: Avalanche

Toss boulders at your opponent with this rune power.

Hand Axe: Spirit

Temporarily turn yourself invisible.

Goblin Axe: Unlimited Weapon Throw

Basically a new ranged weapon, once the rune is activated. you can toss the goblin axe repeatedly and not lose the weapon. It's somewhat effective in multiplayer games, but expect your toss to be dodged, and once you're within close range, the rune power loses its advantage.

Viking Axe: Ally

Useful in single-player games, the Viking axe turns enemies into your allies.

Siguard's Axe: Freeze

This rune turns enemies or players struck into a block of ice that can be crushed easily.





Dwarven Battle Axe: Super Damage

In multiplayer games, this rune is devastating, but it requires full rune power. Lightning from the dwarven work sword is much more economical, so to speak. If you can connect with super damage, however, it's an instant kill. Keep in mind that the dwarven battle axe is large and quite slow.

Rusty Mace: Shockwave

A defensive rune, the shockwave tosses enemies away from you.

Goblin Bone Club: Sonic Blast

This rune tosses a sonic blast at your enemies or multiplayer opponents.

Tribal Pit Mace: Fire Blaze

This rune ignites the mace and, when struck to the ground, creates a ring of fire that damages and ignites nearby enemies or opponents. It's quite effective in multiplayer games, especially if it's held to the last instant, so your opponents don't get wind of your attack and flee before you can inflict damage.

Dwarven Work Hammer: Earth Attack

Break apart the earth with each strike to cause additional damage to enemies and opponents.

Dwarven Battle Hammer: Stones

Hurl stones at your enemies or opponents.





Chapter 2: Enemy Tactics

This section details the enemies you will encounter through Rune's single-player game and provides tips on defeating them.

Crabs

Common habitat: All episodes, especially episode 1

Threat: Low

Often attacking in groups, crabs can be dangerous in numbers; the larger variety of crab is tougher than the smaller and can present a tricky one-on-one challenge. Both sizes of crab attack with their claws, usually one claw at a time, but occasionally with a one-two combination.

Their claws can be cut off one at a time, but the damaged crab is still almost as dangerous, attacking with its sole claw at the same rate as a healthy one (all it lacks is the combo attack). Crabs love to circle you if you circle them, only coming straight for you if you stop.

Since crabs are low to the ground, your best attacks against them are those that give you a downward pounding swing. As a crab attacks, step backward, both to avoid its claws and to bring your weapon down on its head or back. Alternately, angle in for the attack and sweep your weapon into its side as you rush past.

Snake Plants

Common habitat: Episodes 1 and 2

Threat: Low

Almost more snake than plant, these growths are as liable to disarm you as they are to shake you up like a mixed drink. If they can grab your weapon, they will give it a good toss in some random direction; same goes for you, if they can latch onto your body.





Because these plants are invulnerable when their appendages are retracted, this plant is best attacked from just barely outside its range. As it flicks out, chop at the tip of its extended appendage. You must time your attack to meet the appendage, as it moves much more quickly than you do. One nice way to gauge the range of these creatures is to move the camera so it is directly overhead. Tiptoe forward until the plant attacks, then move a bit closer, so your weapon swing will intersect the path of the plant's appendage.

Goblins

Common habitat: All episodes, especially episode 2

Threat: Low

These hopping creatures come in both large and small varieties and are not afraid to attack even if they are unarmed. Common to all lands in Rune, goblins will often help you attack whatever indigenous creatures inhabit the area, especially snow beasts and dark Vikings.

Small goblins are usually armed with a bone club, if they're armed at all. Some carry shields, and these few are best attacked with a left side-step (that is, if you even have to worry about dispatching them). Larger goblins carry axes that do more damage. All goblins satisfy themselves with single-swing attacks, exhibiting no cleverness whatsoever.

Spiderbots

Common habitat: Episode 4

Threat: Low

The dwarves love to tinker, and one nefarious concoction is the spiderbot. When you come close to a spiderbot, it will either begin to spin its blades and hop toward you, or it will pump out a series of fireballs (after which it will expire). The best way to deal with spiderbots is simply to outrun them and move on to a new area. It is never worth your while to attack them.

Dwarves who are hit by the blades or fireballs of a spiderbot will happily turn on it and pound it into dust, so use this unusual animosity to your advantage when you can.





Zombies

Common habitat: Episode 2 and 5

Threat: Low (episode 2), possibly high (episode 5)

Unarmed except for their toxic breath, zombies rely on their fists and ability to rise up from the dead to overcome you. If a zombie's eyes begin to glow, it is about to attack. It may bend forward and exhale nasty green mist on you. Alternately, a zombie can jump forward or simply move in close and pummel you with its fists.

While it is fairly easy to drop a zombie in its tracks, it is more difficult to lay it low forever. To permanently destroy a zombie, chop its head off. This requirement forces you to use particular weapons in particular ways. Although it is possible to remove a zombie's head with a downward chop, it is far easier to cut it off with a sweep that is parallel to the ground. Swords (the longer the better) are the weapon of choice for this maneuver.

In episode 5, zombies that leap into the green pools will emerge as vastly more dangerous sark. If possible, destroy zombies before they dip into the pools. Another option is to outrun both zombies and sark; zombies are fairly slow compared to you, and it is often worth your while to simply bypass them.

Dark Vikings

Common habitat: Episode 3

Threat: Medium

These helmeted enemies populate the towns and towers just outside the dwarven strongholds. They most commonly wield either an axe or sword and often bear a shield. Invariably right-handed, dark Vikings are vulnerable on their right sides, away from their shield hands. Attack them by sidestepping to your left as you swing, which will bring your weapon across their bodies on their weak right-hand sides.

The longer the weapon you wield, the better, as dark Vikings like to circle you warily before rushing in for the attack. Their cautiousness can be used against





them as you dodge in and hit, then retreat. If you stand still, a dark Viking will come straight for you, but his attack is very quick if you charge straight ahead as well.

Dark Vikings usually hit with a single blow, but will throw in a double-swing now and then. This latter attack is quite dangerous, as the second of the two swings sweeps across at head level. The risk of beheading is quite high, so don't go toe to toe with a dark Viking; rather, bob and weave.

Berzerker

Common habitat: Episode 3

Threat: High

The toughest among the dark Vikings, these foes are fortunately rare. Unlike their less powerful counterparts, berzerkers simply rush in swinging; no prancing around for these warriors.

Because they choose to directly attack, you must constantly sidestep their assaults and hit as you pass them by. A weapon that sweeps parallel to the ground is your best bet; choose the weapon with the longest reach.

Snow Beast

Common habitat: Episode 3

Threat: High

Although snow beasts attack with nothing but their teeth and claws, their great strength and powerful leaping attack make them a formidable foe. Up close, a snow beast will bite or swipe at you with a paw, and there is very little you can do about taking damage from these attacks. From a distance, snow beasts leap straight ahead at you, finishing the lunge with a similar attack.

Fortunately, snow beasts are not good climbers and can often simply be bypassed and left behind. Their speed is good, but it is certainly possible to outrun them. In addition, snow beasts are natural enemies of any other creature, a characteristic you can use to your advantage any time you encounter snow beasts near their most common cousins, the goblins.





If you must fight snow beasts, keep your distance and wait for them to leap toward you. After a leap, they are momentarily helpless. Sidestep the leap and give them a whack with your weapon on the rump. Back quickly away, lest you be caught by a paw when they recover.

A fight against multiple snow beasts usually ends in severe injury, if not death. Your best bet is to outrun the beasts to an area where they cannot follow. Some snow beasts, recognizable by their greater size and darker faces, present even tougher challenges than their smaller cousins. Find creative ways to dispatch of these tough creatures (lead them to their deaths in traps, for example).

Dwarves

Common habitat: Episode 4

Threat: High

Dwarves are quite versatile enemies who don't hesitate to rear back and hurl their weapons at you. Having dropped their shields, they can also run to them and pick them up again. Their armor is tough, as are their weapons; they carry some of the best swords, axes, and hammers in the game.

Dwarves love to put their shields up to their chests and surge forward, knocking your body back and your health down. They follow this lunging attack with a blade sweep or hammer pound, so back right up if you fall prey to a dwarven shield rush. If a dwarf throws his weapon at you, don't expect to keep him from it; dwarves have a supply of them up their sleeves. You can, however, prevent a dwarf from picking up a dropped shield.

It's impossible to avoid a dwarven rush by backing up; you must sidestep these attacks. Dwarves are weakest up close, thanks to their poor agility and turn speed. Circle a dwarf at close range, hacking at his unprotected right-hand side and back. If a dwarf hurls his weapon at you, sidestep that and get in close.





If you are running forward, you outrun dwarves, so always bear in mind that your best option may be to bypass guards and escape through a doorway or up a ledge.

Mechanical Dwarves

Common habitat: Episode 4

Threat: Very high

These contraptions cause quite a bit of pain, especially if you attempt to fight them from a distance. If you are a medium distance away, a mech dwarf will spin his claws like six-guns to clear them out of the way and lay into you with dual fireballs. The fireballs do not track you, so it is possible to sidestep them.

Up close, a mech dwarf prefers to extend his claws and spin. If you crouch, you can stay beneath the spin and get a lick in, although the mech will respond to this action promptly. However, if you approach the mech in a crouched position, the mech will crouch itself and swing its claws together. In this state, it is possible to leap the spinning blades and give the mech what for between leaps!

Another way to defeat these beasts involves a feint in close to convince the mech to begin swinging his claws. When he slows down and stops, you can dodge in close and get a whack in, backing up when he begins to spin again.

Sark

Common habitat: Episode 5

Threat: Very high

Sark fight like dark Vikings: They circle you if you circle them, and if you stop, they attack. The big trouble is that their weapons are far more painful, and their stamina much greater.

Fortunately, they have one weakness; sark love to jump around. A sark will leap over your head for no particular strategic reason, and when it lands, it is momentarily vulnerable. Give it a whack when it lands and back away quickly to avoid its counterstrike.





Quite often, sark can simply be outrun. Climbing a ledge or entering a doorway often shakes them from your tail. Sark are good enemies to use your rune powers on, as they are vulnerable to such attacks as super damage and avalanche.

Conrack

Threat: Extreme

To win the single-player game, you must defeat Conrack in two separate battles. In the final battle, he wields a dwarven work sword, and you should wield the same weapon, so you can nick him over and over without falling prey to his mighty overhead swing. See the final chapter of the walk-through for more details.





Chapter 3: Single Player Walk-through

This section covers Rune's single-player game, covering all five episodes. Inside, you'll find tips on traversing through all levels, solutions to puzzles, and techniques for successfully completing key battle situations.

Episode 1 - Wotankeld

After Rune's introduction, you begin in control of Ragnar (currently weaponless) at the base of the village entrance. Proceed forward and left around the central rune stones and locate the Viking - with the large axe - behind the house (he chops down a tree as you arrive). As you walk up, a brief conversation ensues. The Viking states that you must face the weapons master, Ulf, in combat before leaving the village. You're told Ulf can be found in the longhouse. You can stand in front of the Viking and listen to several statements.

Once you're finished, continue behind his house and head into the alley against the left rock wall. Stop at the branch and grab the fruit. Press the use key while standing against the branch; the fruit replenishes health. Follow the maze of house backyards until you encounter a small wooden fence. Leap over the fence and continue forward and maneuver to the left around the house. The door opens. Approach the man inside, your father.

Your father offers some advice (and a reminder to see Ulf in the longhouse) as well as a stein of mead. Approach the stein on the table in the back of the room and press the use key to drink the mead. Like the fruit, the mead replenishes some of Ragnar's health. Exit your father's house and proceed to the right. Walk to the rock wall ahead and locate the mountain path up and to the left. Enter the wizard's house and speak with him for additional advice and some hopeful blessings from Odin.

Exit the mountain path and return to the village proper. Proceed left at the mountain path exit and speak with the farmer. When you're finished, continue past his house. You'll reach the level's start position. Walk away from the village and down the cavern path. Notice a branch on the right. Approach and





press the use button to eat the fruit. Continue down the ramp and approach the dock.

Speak with the man on the dock for additional advice and encouragement to go see Ulf at the longhouse. The man also demonstrates one of Ragnar's abilities - busting barrels and crates with a swift kick. To do so, simply press the use key while you're up against a barrel or crate. You may uncover health items or other goodies hidden inside these breakable objects.

Return to the village. It's time to locate Ulf and the longhouse. Head left again and return to your father's house. While facing your father's front door, look to the right and spot the wooden gate. Approach the gate, and it will automatically open, revealing the longhouse. Walk to the left and head through the entrance here. This first room contains weapons, shields, and food. Take the time to explore and gather these objects.

Look right immediately and grab the lizard - another source of food. Bust apart the barrels if you wish. Turn left and grab the shield off the wall as well as the Viking short sword and the nearby hand axe. On another shelf in the room, you'll find a rusty mace. Ragnar picks up all weapons, though you can only equip one at a time. Equip any weapon for your battle with Ulf; for instance, the slashing sword proves effective in keeping Ulf away. Practice combat maneuvers if you wish, then proceed through the door to confront Ulf and observe the cutscene.

Ulf isn't an especially tough fight. Back off him, then charge and attack repeatedly. Couple these retreats with strafing maneuvers (moving from side to side). Hold up your shield if Ulf attacks; the shield will weaken after each blow, but it does protect you from damage. Continue to pound away on Ulf, eventually breaking apart his shield and finally bringing the warrior to his knees. A messenger interrupts the battle's conclusion and sends Ragnar into the next level.

The Voyage of the Sleipnir

This level is entirely a cutscene. You see Ragnar on the longship journey and his encounter with Conrack and Sigard. After verbal barbs are tossed, Conrack invokes a supernatural force to destroy Ragnar's longship. The resulting explosion kills all warriors on board - including Ragnar! The next





level begins underwater with an ominous voice attempting to wake Ragnar from his death slumber.

The Ships' Graveyard

Ragnar awakens from death deep underwater. Bodies float in the murky water beside him. Your goal is to reach the underworld ruins by swimming deep through several sunken ships. You don't have the breath capacity to make it all the way without locating a spot for additional air (you'll notice the blue breath meter to the right of Ragnar's health bar). Swim upward immediately and climb out of the water into the small cavern. Pull out your sword and kill the crab-like creatures that attack. Search the cavern for items. You'll discover a rusty mace resting near a skeleton as well as a fruit tree with ample nourishment.

Return to the water and start swimming down. Remember, you must monitor your breath meter. It doesn't decrease very fast, but if you move and find passageways too slowly, you could find the meter approaching empty. You'll lose a chunk of health each second until an air pocket is located. Swim down and spot the sunken longboat. Keep going down until you spot the next sunken ship. Locate the opening in the ship's upper floor section. Swim down through the ship and proceed out the bottom hole. Continue down to the next sunken ship. When you reach that ship, turn Ragnar around to face upward. Spot the air pocket above you. Swim up to the air pocket and replenish Ragnar's air supply.

Swim back down to that next ship and locate the passage entrance. Explore this ship for another air pocket (take the time to replenish your breath here) and a skeleton scattered by a rusty mace. Pick up the weapon if you didn't pick up the other one. Continue swimming down into the cavern below this third ship until you reach the level switch.

Underworld Ruins

Continue swimming through the cavern ahead. Stop briefly to use the air pocket at the top of the cavern and replenish Ragnar's air supply. Swim back down and proceed forward until you emerge inside a large room with several stone structures and pillars. Look out for the large fish swimming around! Just monitor its location and avoid swimming too close. Find an outer ledge on the central stone structure. Climb out of the water and on top of the ledge.





You receive a tip about breaking damaged walls simply by standing here. Pull out the rusty mace and break apart the crumbling wall. The crack made isn't large enough to walk through; however, your efforts cause water to fill the structure's interior - you can now swim up inside. Leap off the ledge and back into the water. Swim to the bottom and locate the passage into the structure's center. Swim up to the top and pull yourself up on the ledge.



Bust through crumbling walls with a hammer or axe.

Cracked walls lie to either side of you (to the front and the back). You just smashed one of these walls with your mace. Approach the other and use the mace to bust open a hole. Move through and ascend the short staircase. Climb to the higher ledge on the right (by approaching and jumping). Turn left and face the pillar. You can't leap onto the pillar, but you can leap to a small





ledge just left of the pillar. Run and leap to the ledge; Ragnar should grab and hang on, giving you time to pull yourself up on top.

Turn back to the pillar and climb up on top. Face the smaller stone structure ahead of you. You can make the jump to the plank stretching out from the structure. Back up slightly and perform a running jump to the plank. Walk toward the structure's center and spot the grate below. Jump down onto the grate - it busts and sends you into the water below. Swim down and follow the tunnel until you reach a tall room. Look up and spot an opening through the broken grate. Swim to the top and pull yourself out of the water. Leap across the room to the only available exit. Turn left and toward the next intersection. Spot the lever on the right. Use the lever to lower the floor in the next room.

Jump into the water and swim to the bottom of the room. Follow the water tunnels and look for the first way up to the left. A secret room here contains a few lizards (excellent for eating and replenishing health) and another rusty mace. Once explored, leap back into the water and keep swimming forward into the next opening and into the next level.

Underworld Ruins at Sigmundr

Climb up out of the water and onto the ledge. You'll face more crab-like creatures here - simply smash them with your mace or sword. A second foe will be found here, a lashing tentacle-like creature stuck in small, cylindrical pillars; however, the tentacle can still strike or grab you if you walk too close. Also, it can steal your weapon and toss it away (and you must relocate it and pick it up again).

Though the tentacles can be killed, it's best to avoid them. Just remain at a distance and walk around cautiously, keeping in mind to stay a full tentacle length away from the creature. You can also bait the thing into attacking. Walk toward it, then back away when it lashes out. Once it extends, run quickly past before it can strike again.

Move forward and immediately turn to the left. Spot some lizards. Grab them to replenish your health. Return and proceed forward. When you reach the next opening (which leads into a larger room), look to the ledge on the left. Leap up to the ledge. This secret alcove contains a sword and a waterlogged shield. Grab the items and leap back down to the room's center. There are many tentacle creatures here. Avoid them by staying away from their attacks.





Explore alcoves carefully for hidden items, including this shield.

Rotate around the room and spot some lizards to the right and one on the forward wall. Leap up the walls going forward, making it a priority to avoid the tentacles. When you reach the high catwalk, turn left. Avoid the tentacles here and follow it to the right. If you happen to fall off, return to this same catwalk and make your way across. You'll enter a small tower after crossing the catwalk. Avoid the tentacle inside and move around to the left. Leap to the ledge to the left. Turn left again and spot the small niche. Run and jump to the niche.

Spot the two vines ahead and receive instructions on how to use them - press jump to climb the vine, crouch to descend the vine, and use to leap off the vine. Leap to the vine and ascend. Turn Ragnar toward the wall (from which





you jumped) and keep moving up until you reach the higher niche. Leap to this niche.

Leap to the ledge and avoid the three tentacles ahead. You can choose to kill them or bait them into attacking, then run past. Grab the mace here if you need it and break through the wall ahead.

Enter the large room; fight off the crab-like creatures that attack. Leap out onto the central structure and climb the ledges to its top. Here, you will receive a message from Odin himself about your revival and your mission. Odin blows open an exit when he completes his speech. Proceed through and drop down; fight more crab-like creatures here.

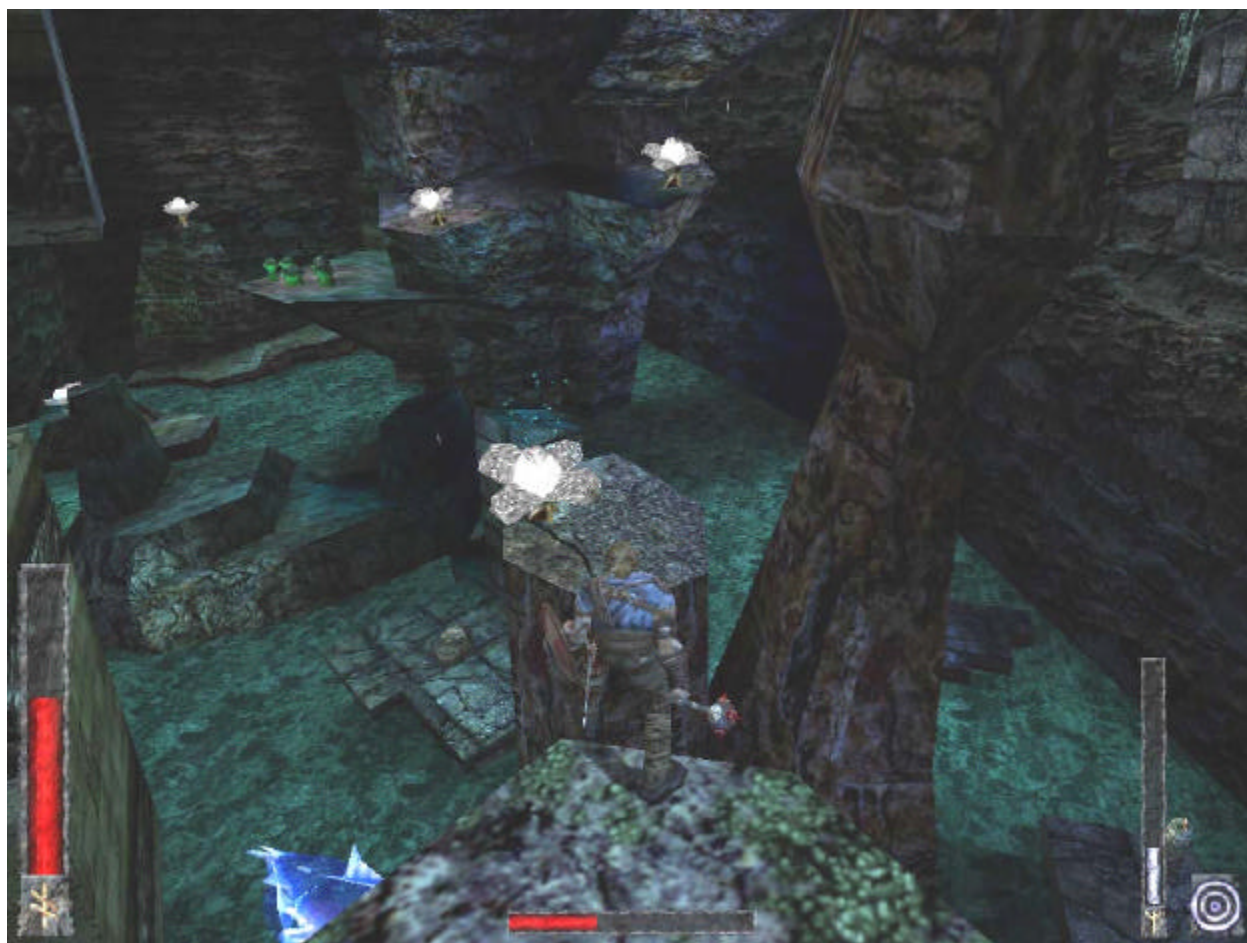
Walk down the ramp-like path and follow it around. It's almost like a spiral staircase, and it moves from the top of this central pillar to the bottom. As you move down, avoid the tentacles and battle the crabs. When you near (or reach) the bottom, locate the pillars. Leap onto the pillars (you may need to pull yourself up on top) and jump across to the next pillar until you enter the next area. Grab some lizards to the right to replenish your health. When you're ready, proceed to the left and drop down into the next level.

Underworld Caverns at Skorir

Walk forward and drop down off the ledge. Battle the crabs that approach. Go right immediately and avoid the tentacle. Search this area for two lizards and a sword (which you likely already have). Start down the decline ahead. Slide to the ledges, so you aren't sliding all the way down. Go into the water and swim out through the only exit. Avoid the jellyfish creatures. While in the big room, swim to the top to replenish your air supply. Swim back down and to the left. Follow the underwater caverns until you can come up for air again. Three waterfalls surround you. Avoid the jellyfish creatures and locate the two platforms.

Pull yourself up on the first platform and leap to the next (or simply pull yourself up on the second platform). Jump to the entrance ledge. A new enemy appears in this area. Battle the pesky goblins to the left and right of your position. Look left and grab the health-replenishing lizard. Proceed down the hall across. Avoid the tentacles and leap to the vine. Use these vines and ascend to new upper passageway. Kill the crabs here and walk out into the open chamber.





Leap from platform to platform and follow the glow plants.

Turn right and spot the narrow walkway with a lizard. Leap onto the walkway and hug the right wall. Grab the lizard as you pass by. Head to the other side of the catwalk you just left (by continuing down the narrow walkway). Pick up another lizard here near the tentacle. Climb the new set of vines and leap up into the upper room. Watch out for the crabs!

Proceed to the opening on the right (grab the nearby lizard) and beware of the tentacles. Drop down and grab the shield, replacing your current defense. Follow the path around. You'll spot the waterfalls on your right; the opening lies to your left. Leap up inside and proceed forward. Drop down the hole into the next level.





Underworld River Canyons

Kill the approaching creatures, a crab and a goblin. Turn around and snag the two lizards on the wall to replenish Ragnar's health. Beware of the poisonous mushrooms scattered about. Turn back around and proceed forward. Continue to avoid the tentacles as you move forward. Stay to the left and locate a lizard. You can grab the lizard even though it's close to the tentacles. Just stay back and press the use key away from the tentacles. When you're finished, approach the chasm edge to initiate a cutscene.

After the cutscene, slide down to the bottom of the chasm by using the small ledges to the left and right. You'll drop down into a small underground river and see a vine hanging in the room's center. Back off from the room's center to the passage blocked with rocks. After several moments, another cutscene plays of a large boulder crashing from the chasm above into the river below. This boulder is large enough to stand on and reach that hanging vine!

Leap onto the boulder and to the vine. Ascend the vine and jump to the upper walkway. Fight a goblin here. If you're fortunate enough to slice off its arm, you can pick up the limb and use it as a weapon! Walk to the vines ahead. Leap to the vines, then the small alcove across the way. Locate the fruit tree in the back. If you need health, pick off the fruit.

Return to the vines. Peer down and notice the two vines on the left that don't drop down onto the steam. Use one of the two left vines and descend. Grab the fruit and lizards by the campfire. You'll also find a hand axe. You can explore the semi-circle cavern behind the campfire. Watch out for the mushrooms here, but there's also a lizard to replenish more health.

There are two ways to proceed from here. You can proceed right from the fire and drop down into the hole. This leads to a path with a lava cave on one side and steam on the other. You may also encounter a goblin here. Defeat him and grab his goblin shield. Alternatively, you can drop down past the steam from the campfire area. This way is your eventual goal no matter which route you chose. Avoid the tentacles and hang to the left.

When you notice the hole in the walkway, stop and watch cavern rocks drop down, busting part of the walkway. Keep to the left and avoid plummeting into the chasm below. Don't neglect the two lizards in the left alcove.





At the fork in the river path, stay to the left and approach the plentiful tentacles. Fight the goblins here if necessary and proceed through, avoiding the tentacles as you go. Your goal lies at the top of this river stream. You can use the vines if you wish or just move up the ledges. When you reach the top, head right toward the crabs. Defeat them and continue around until you reach a campsite. Grab the lizards here to cure Ragnar's wounds.



Jump into the pool at the top of the flowing stream.

Return to the top of the river and jump into the water hole. Swim down and keep to the left. There's an air pocket almost immediately; use it and continue swimming into the large cavern. When you enter the large cavern, stick to the left. There's a large fish swimming about (an instant kill if he catches you). You'll find another air pocket to the left. The fish won't follow you into the air pockets.





Return to the water and keep left once again. A second air pocket can be found here. You can climb out of the water here and snag some lizards. Return to the water and stay left again. You'll discover a path flanked by stone columns. Swim through here (it's located right from the start position but left from the second air pocket) and keep moving forward until the level ends.

Eitri Underworld Lair

Emerge out of the water. Pull yourself up on the left ledge. There are some lizards here as well as some on a ledge behind you (found over the water you emerged from). A new size of crab can also be found here. These giant versions are slow, but pack quite a wallop with their large lobster-like claws. Use a sword or axe to hack off the giant crab's claws. Alternatively, you can force the giant crab to flip when it rears back (just strike it during its pose). While it's overturned, hack away at its limbs until it dies.

Explore the left side of the cavern to locate a Viking wooden shield. Thorough exploration of the right side uncovers a campfire and an additional lizard snack. Continue up the ledges to the left. Many small crabs attack here - to defeat them, keep moving, either side to side or retreating, and swinging your weapon (preferably an axe or sword) to kill the crabs one by one.

Ascend the next ledge and face a tougher set of crabs. Go for their pinchers, though; walk up, swipe at a pincher, and back off quickly. Retreat until all giant crabs are eliminated. Proceed into the next tunnel and snag the lizard on the right. In the next room, you'll encounter a goblin wielding a torch. Strike him down with your sword; you can grab the torch and use it as a weapon if you wish. Avoid the tentacles (snag the lizard on the left ledge) and proceed through the tunnel and around to the left. Fight some crabs here. Locate another lizard on the right.

A series of tentacles blocks the path ahead. You can distract them by keeping crabs alive and down there or by tossing a limb (from the dead goblin) nearby. Either way you choose, get past the tentacles and jump into the opening in the wall above them. Follow the path down, avoiding more tentacles. When you reach the bottom, prepare for combat - a giant crab and a pesky goblin are near.

Go forward and face more combat. Snag the lizard near the plant to the right. At the end of the tunnel, kill the goblin hacking away at the wall with a bone





club. Pick up his weapon and add it to your arsenal. Pull out the club and strike the crumbling stone wall ahead (the same one the goblin was working on). Break through the rocks and leap to the ledge above. Drop down into the hole.

Tons of tentacles here, but you can avoid them by simply walking around them or by jumping and swinging your weapon as you pass. If you need health, search the cavern's left side for three lizards. At the end, ascend the ledge on the right. Walk past the first pool to the second one with two large jellyfish in it. Keep to the left and jump into the water here. Swim, keeping right, until you spot the large fish. You can avoid the fish or lure him back to the jellyfish.



Follow the dark hall to the hole at the end to complete the episode.





Your main goal underwater is to locate the exit. Thorough search of the tunnels to the right, though, uncovers a dead end with a hand axe (if you don't have one). While underwater, watch where the fish swim and follow them to the exit (immediate left after entering the cavern the fish started inside). Climb out into an alcove with lizards (for health) and crabs (for combat).

The next room contains lot of small and giant crabs. You can choose to face all combatants. Simply be patient and lure each to the entrance and block the rest in, so you're only facing one at a time. Kill the small crabs quickly and hack the pinchers off the larger variety. Alternatively, you can leap to the ledge on the back wall (in the center) and bypass the combat. Either way, climb up and continue on until you reach the hole in the floor. Jump in to end the level and the episode.

Episode 2 - Helgrind: A Gate of Hel

Walk forward from the start position until you receive the message from Odin. You receive a message about Hel, her "fortress," and the dangers you might expect within. After Odin's disappears, snag the rune power-up. This power-up will increase your rune energy supply. Each weapon carries a different rune power, such as the Viking sword's ability to create a powerful shield. You must have rune energy to use the abilities. All rune abilities require a certain amount of energy, and you must locate these rune power-ups to replenish the energy supply.

Walk forward to the cliff and turn left to spot the ledge to leap on. Drop down. Spot another ledge below you and drop down once again. Turn right and face the cage. Cross the cages by leaping on top once the cage lowers. Leap to the section across; here, you'll see a few zombies tied to crosses. Be prepared for an attack - these zombies drop down off their crosses after a few moments. Snag the lizard off the wall on the left. Fight any crabs encountered.

The zombies are tough customers, at least the toughest you have faced thus far. Avoid their poison breath attack. Keep them back and on the ground with your sword. You must cut off their heads to keep them from rising repeatedly. Defeat the zombies and head left (from your original entry point) and turn toward the lava. You'll spot two more cages here. Leap to the first, then the second. Turn left toward the wall and snag the lizard.





Jump down to the ledge (you'll spot a goblin in the entrance hole). Defeat these goblins and enter and turn left. Two goblin workers stand here attempting to bust through the hard rock. Kill them and use a weapon to break the crumbling rocks. Walk through and face the door to the left. You'll battle crabs and zombies here. Approach the door ahead. Once inside, turn left immediately. Approach the end of the tunnel and grab the lizard off the wooden door to the left. Jump up. The other wooden door crashes down below you. Leap to the ledge.

Turn left and face the stone ledge flanking the walkway you just crossed. Leap on top and battle the two goblins. Drop down into the area with the zombie and the two levers. You can use the levers to sink two of the cages. Defeat the zombie and locate a chain on the far left side of the walkway. Jump onto the chain and ascend into a room with barrels. Knock out the zombies here. Go upstairs to the right and to the top of the tower for a rune power-up.

Drop through the hole and into a room with lizards, rune power-ups, swords, and shields. Explore the room and grab all useful items. Jump onto the chain in the room's center and descend. Battle the zombies, though be sure to avoid the fire in the room's center. These zombies continue to pour out the open doors. To prevent them from coming out, use the lever to close the doors permanently. When you're finished, proceed through the door that opens.

Follow the stairs up (grab all the lizards if you need health) and follow them through the left turn. Pull the lever at the end of the hall, which opens a door to your right. Continue battling the zombies here. Enter the next room with exits to the left and right. The right path leads back to the area's entrance. Go left and defeat the zombie that impedes your progress. Use both adjacent levers to gain access to the trolley. Hop in the trolley and use the lever to ride into the next level.

Bridge Over River Geiryimul

Walk forward and listen to the statue. Doors open to the left and right; both paths lead down into the main room with the statue. Follow the right path, however, to grab some lizards and replenish Ragnar's health. You can pull yourself up on the ledges that surround the statue. Additional lizards can be found up here.





Paths from this room lead to the left, forward, and right. Locate a torch in one of the hallways. You can use the torch for a light source or even use it as a weapon. If the torch goes out, press the use key at any flame source to ignite the torch again.

The path to the left holds your eventual goal. Fight through the crabs in the hall and walk through the door. Zombies wait inside. Be sure to snag the Viking metal shield hanging from the wall. Follow the corridor, not neglecting the lizards to the left. When you grab them, though, beware of the aggressive crab that attacks from the niche underneath. Another torch lies on the left in case you desire a replacement.



You can use this chain to descend to some lizards.

Use the lever ahead and walk through the door. Snag the lizards ahead and go left to the zombie. If you went right instead, you'd notice a lowered bridge.





Keep in mind its location - you'll be returning here shortly. At the end, turn left and spot the zombie in front of the lever. If you approach to attack, he'll use the lever and cause the fire to burst out. Be careful. Kill the zombie to gain access to another lever. Use that lever to lower a platform to the right, back outside at the end of the hall. Ride that platform up.

Goblin cages litter the room. You can use the lever here to lower one cage to the fire mechanism below - purely optional. Search the hay on the left for lizards. Two cell doors lie beyond the hay. Enter the left cell and battle the zombie. Spot the gong at the balcony. Using the gong signals to another zombie to pull a lever raising the bridge you couldn't pass. Hit the gong with a weapon and quickly retreat out of the cell and to the platform you went up moments ago. Use the lever to lower the platform. Walk forward and to the left to cross over the bridge.

Kill the zombie waiting over the bridge. You can head down the stairs if you wish and use a chain to descend to some lizards. Locate the other gong here and turn right. Leap onto the roof and look down to the left. Notice the open grate. Drop down inside. Kill the zombie and proceed through the door into the supply room. Search the barrels to the left and right for a rune power-up and some lizards.

Use the lever to lower the floor. Combat another zombie. Search the barrels to the right for some lizards. Walk toward the zombie on the other side of the room; he'll hit a lever starting a platform. Take the platform ride, defeating zombies and avoiding flames as you move. The ride eventually ends with a switch to the next level.

Vargeisa: Fires of Hel

Snag the lizards on the wall to the right. Walk forward and grab the shield from the alcove. Turn left and kill the zombie protecting the lever. Now, before you use the lever (which raises a nearby platform), turn to the right and spot the rune object resting on the platform above the lava. Two chains hang between your position and the rune.

Jump over the gate, then head to the first chain. Ascend the chain and press the use key to jump to the second chain. Ascend again until you're well over the rune platform and press the use key to jump again. You'll land on the platform and can press the use key to snag the rune health power-up. This





rare rune increases Ragnar's maximum health bar. Use the chains to return back to the platform with the lever.

Use the lever to raise the platform. Get on the platform. You can choose to run and jump straight across to the small alcove with the zombie and second lever. You'll also find plenty of lizards here to replenish your health. Then, you can use the nearby chain to descend to the catwalk below. Alternatively, just push the lever here and hop back on the platform. Ride the platform down to the catwalk.

Defeat the zombies and avoid the flames as you cross the walkway. A platform lowers ahead of your position with additional zombies. Battle them and follow the path until you reach the gong. Use the gong (or let the zombie do it) to lower a nearby walkway extension. Follow this walkway through a cave opening. Ascend the ramp inside and hop up the ledges. Defeat the zombie guarding the entrance. Make sure you sample the lizards to the right of the entrance.

Ascend the stairs to the left and locate a shield and axe to the left and a bone club to the right. Return to the right and peer over the overhang. Drop down to the narrow path on the left. Go through the opening that closes behind you. Battle the zombies and ascend the ledges that drop ahead. Move quickly! The lava beneath you has started to rise!

After pulling yourself up on the third ledge, turn around and spot the goblin. Jump over and kill the goblin to gain use of his goblin axe. Immediately turn right and jump to the ledge. Turn left and leap down and against the right wall. Pull yourself up and leap to the higher ledge (direct your forward jump slightly to the left). Ignore the rune power-up and the zombie - there's no time! Walk left to the wall and turn left to face the ledges. Jump and continue moving up until you reach the chain. Ascend to avoid the lava rising below!

As you ascend, you may notice a small area to jump off and explore. You can grab rune power-ups here as well as some lizards. You must work quickly if you leap off - the lava is still rising! Return to the chain and continue ascending to reach the next level.





The lava's rising! Find the chain and start ascending to avoid the hot bath.

Eliudnir: Hel's Chamber

Prepare a weapon and fight the zombies ahead. As you move forward, beware of the crabs that emerge from the holes near the floor. Pull the lever at the end of the hall to open a door to the left. Avoid the fire in the middle of the room as you battle the zombies. Clear the room of lizards to replenish your health. The exit lies at the end of the room to the left. Break the barrels and the wall behind. Drop down (grab the rune power-up to your left) and walk to the hole to your right.

Use the lever on the right; it opens a previously locked door. Go left, snag the lizards, and fight some zombies. Use the lever to open the gate ahead. Move through and kill the goblin. Use the lever in the alcove (battle the zombies here) to open the exit door.





Move through and follow the hall. Snag the torch from the wall to help you see the path ahead. Follow the hall to the chain. Descend the chain. Goblins immediately enter the room. You can defeat them. Better yet, run through the open door one emerges from. Hop on the barrels in this room to reach the upper girder. Grab the red-colored rune, the rune of bloodlust, which provides temporary invincibility. Drop down and return to the main room.

Four zombies enter. You're well prepared to fight with the rune of bloodlust in hand. Defeat them, then search behind the swinging walls (where the zombies emerged from). You'll find lizards and a rune power-up behind two of them and a lever behind a third. Use the lever to open the exit door.

Proceed through the opened door. When you reach the lava, go right. Climb the chain here. Ascend all the way to the top and leap to the ledge across to gain some lizards. Return to the chain and go through the small passage leading left.

Three doors lie inside the room - zombies emerge from them all. Through the middle door, you'll find a rune of bloodlust to assist your battle. You can explore the upper ledges of the room for rune power-ups. Walk inside the last niche (where the zombies emerged from) on the right to descend to the underground. Fight the crabs here in the dark.

Go right and use the lever to lower the door. Enter the small alcove to ride a platform up into a large, open room. Witness the cutscene depicting the portal opening. The portal launches seeking projectiles. You can avoid them by hiding behind pillars or using your shield to block them.

Head toward the portal and ascend the staircase to the right. Grab some lizards if you must replenish your health. Keep going up to the end of the hall and use the lever. It lowers a platform in the main room's center. To leap to the platform, spot the opened grate to your right. Jump out and onto the platform. Quickly turn left and run toward the zombie and lever. Leap to that platform and kill the zombie. Use the lever to close the portal completely.

Proceed through the only exit door. Open the next left door. Walk to the intersection. You've entered a series of hallways and traps. Turn right and spot the goblin at the end of the hall. The floor is trapped. If you attempt to





walk forward, an object running across the floor will slice you to bits. Proceed this way, though. Use lever to open gate at the end. Move forward and trigger the goblin's advance - the trap will kill him.



Walk carefully through the fire traps.

To cross the trap safely, leap as the trap slides toward you. Upon reaching the other side, hit the lever to open the gate. Proceed down the tunnel, timing your advance to avoid the flames. Go around to the right. Floor panels are rigged here. Stepping on the floor panels triggers the crushing walls. Leap over the panels to avoid the traps.

Enter the room at the end. Battle the goblin and use the lever to gain a rune power-up. Drop down and battle the zombies. Enter the right opening to lower the right wall. Proceed through and go up the stairs (get the lizards). Enter the





room on the right. Move to the room on the right (without the chain). The door slams behind you.

Kill the zombies. Though it appears you're trapped, there's a solution. A cage lies above you and drops down if you pass underneath. You must trigger the cage to drop and hop on the nearby stairs that lead to the door. Once on the stairs, jump on top of the cage before it rises; from the top of the cage, leap to the lever and goblin guarding it. The lever just lowers the cage - getting there opened the exit. Drop down and proceed through the opened door. Follow the hall to the end (passing the locked doors) and use the lever.

Retrace your steps and enter the second room on the right. Cross the bridge and follow the hall to a second lever. Use the lever and observe the door opening. Return to the bridge and leap off toward the statue. Proceed through the hall underneath the statue. Avoid the fire traps and zombies in the next halls. Walk up staircase on the other side and enter the trolley. Use the lever to complete the level.

The Fires of Sultr

Walk forward and listen to the cutscene. Pick up weapons (if you need them) and make your way down the pseudo-staircase. Enter the door at the bottom and descend the staircase. Grab the leg of meat on your right. Bust the blockages ahead and enter the underground. You can explore here and fight many zombies. The exit, though, lies through a door that requires busting apart with a weapon. You'll find the door on the right wall of the room. Proceed inside and go right.

You'll enter a large lava room. To cross the lava, you must break down the columns. Simply approach and swing a weapon to cause the columns to drop (you may need to jump and attack). Bust and cross the columns until you can reach the far end of the room. Climb up the ledges to the right and ascend to the sword and zombies. Grab the sword quickly - the Roman sword - and use it against the zombies.

Once you're finished, drop down to the left opening. Follow the hall to a cracked wall. Break it and drop through the hole to proceed to the next level.





Hyrokkin: Realm of Hungr

Proceed to the intersection, go left, and head through the door. Descend the staircase and snag the torch from the ground if you wish. Lots of zombies here are triggered through exploration. Eliminate them or simply walk across to the closed gate and search the two rooms to the left and right. Two levers lie inside. Use them both to open the gate.

This area includes many flame traps; zombies guard the switches and use them if you approach. Kill the zombies and avoid the flame jets. At the end of one hall (without the three switches), you'll encounter a breakable wall on the right. Bust through and drop down. Open the door at the end to enter a room with its ceiling bristling with electricity.



You must solve three puzzle rooms to deactivate the electricity.





You must disable the electricity to enter the tunnel that leads toward the level's exit. To do so, enter three separate rooms and use the lever inside. These rooms are rigged with spinning blade traps, and each requires its own trick to pass. Meanwhile, zombies patrol the outer area. Two runes of bloodlust can be used to assist your combat efforts. Stick with the Roman sword for optimum success.

Here are solutions to the three rooms:

1. The building with one large, singular spinning blade: You can jump to the girders that support the structure overhead. The blade moves fast. As it passes, leap to the girder and pull yourself up. Time your jump to the next girder (or just toward the ground and the lever ahead). Push the lever to turn off the electricity and make your way out of the building using the girders and timely jumps.
2. The building with multiple, double spinning blades: Zombies enter from small rooms that line the left and right walls of the structure. The blades will kill the zombies quickly. Use the small rooms to hide from the blades. Make your way down, slowly timing your advance once the blade moves past. Use the lever and return outside.
3. The building with the multiple, single blades: These blades move slowly enough that you can just walk cautiously around. You may need to use some jumping techniques to reach the lever at the end.

You should save your game before entering any of the three buildings. The blades kill instantly on contact. Save your game beforehand to avoid needless backtracking.

With the electricity down, locate the three chains with a green-lit entrance overhead. Climb these chains and proceed through the entrance. You can also use other chains to leap inside secret rooms. One across from the exit contains a lizard and some rune power-ups.

Proceed down the hall and watch the cutscene of the ghost ship. Walk down the ramp and kill the goblins. Ascend the ramp now and avoid the flame jets. Observe their pattern and advance once the flames are off. At the top, go





through the entrance opposite the catwalk. Walk through the door on the right to complete the level.

Nagrind: Stand of the Dishonored

Take the first left and battle zombies. Exit to the right. Turn around and snag a torch if you wish. Approach the overlook with the reflective floor. If you follow the upper walkway around, you'll locate a lizard to replenish your health. Drop down into the room with two floor switches. You must press them both down to open the exit door. However, after both are pressed down, they revert back to their initial state immediately - which closes the door!



Locate this switch behind the breakable wall to start the lava rising.

To maneuver through the door, stand on one button to push it down. Choose the left-hand button (if facing away from the door). Stand directly in front of the door. Pull out a weapon you aren't using frequently - the bone club is the best





choice - and toss the weapon at the second floor switch. Should you connect, the second switch will lower and open the door. Back up immediately through the open door. Move in quickly before it closes.

Drop down and kill the goblins and zombies. You'll notice that one goblin drops a bone club - perfect replacement. Hit the switch and continue through the halls until you reach a lava pool. Leap onto the platforms to ride them to the far side. The platforms move in the direction they were going when you hopped on. Once you reach the other side, ascend the stairs to the left and defeat the three zombies in the next room.

Climb the chain and explore the upper level for lizards. Spot the breakable wall near the sword. The switch inside starts lava rising inside the room. After hitting the switch, jump off into the room's center and locate the exit. Two circular platforms rest in the room. The platforms rise with the lava. To survive, you must float up with the platforms. Look up and notice walkways above each platform. You must stand on the platform without the overhang to rise without danger. You'll switch as the lava rises.

Leap into the hallway once the lava has risen completely. You're rewarded in the next room with health, rune power-ups, and weaponry. Enter the next room to trigger the cutscene displaying the many roaming zombies. Walk to the statue ahead for another cutscene. A rune of bloodlust and some health power-ups are scattered around the room. Zombies enter momentarily, and you're forced to fight. Use the Roman sword for optimum results.

After awhile, the exit door begins to open slowly. You must survive the onslaught of zombies until the door lowers far enough for you to jump over it. Save the rune of bloodlust and health power-ups as long as possible and only use them when you're in the most danger. Once the door lowers, proceed down the hall to the trolley. Use the switch to end the level.

Helreginn: Machine of Hel

Snag the lizards from under the bench ahead. Proceed through the door to the right and enter a room with a strange machine. Defeat the zombies present and explore the machine for lizards if you need health replenishment. You can also explore the bottom of the steps to pick up a rune power-up. Locate the switch and use it to activate the nearby lift. Enter the door opposite your position and watch out for the cracked floor.





Proceed past the statue into the hall and head toward the next gate. The platform rises inside this room. Avoid the spikes at the top and snag the lizards littering the ceiling. The platform descends automatically. Retrace your steps back to the machine and break the crumbling wall. Leap to the right-hand path. Bust the barrels at the end on the right and hop through the opening.

At the balcony overlooking the lava (the lava lies on the left), use the bench and the ledges above to pull yourself up. Observe the cutscene of the machine and the zombies entering. Defeat the zombies and walk around the machine and drop down on the other side to the other balcony. Explore the room on your left for a rune power-up. Return to the wall and bust an opening by throwing a weapon at the crumbling section. Leap inside. In the next room, use the lever - the statue comes alive behind you. Defeat the statue and exit the next door and up the staircase. Turn left at the top; use the lift on the right, then the left at the top.

Paths lead left and right. The right path leads to a room with a rune power-up. Head left to another platform room with spikes at the top. Exit this room through the available exit. Enter the first right turn and use the lever at the door. Lower the bridge to the machine with the lever. Once inside the machine, use another lever to end the level.

Skelkingr Caverns: Goblin's Lair

Push the lever and proceed into the cavern opposite the doorway entrance (this leads to a dead-end). As you walk, the floor crumbles beneath you. Avoid the tentacles below and pull yourself out via the ledges. Continue to the trench, peer down, and spot the stream. Drop down into the stream and go left to the waterfall. Leap to the ledge across from the waterfall and use the change to descend to the rope bridge.

Cross and emerge into the large area. Cross more bridges to the rune power-up. Retrace your steps back to the chain. Descend to the water. Search behind the waterfall for weapons and a rune power-up. Return back up the waterfall (via the chains), and leave the stream trench, and head back into the caverns.





Search behind the waterfall for a cache of weapons, shields, and a rune power-up.

Follow the goblin ahead through the broken wall. Go right. If you approach the meat, a cage drops down. If you're trapped, simply swing against the cage until it breaks apart. Continue to the right and drop down. Ascend the chain to the tunnel opening. Emerge into the large, open area. Turn right and approach the new rune. Grab this rune of power to replenish your rune energy and increase your rune energy's maximum capacity.

Go left and drop down to the three goblins. Go forward and up the ledges. Once again, if you're caged, just bust out with a weapon. Approach the pod (it resembles the machine you repaired) and watch the cutscene of zombies attacking. Fight the zombies and goblins that join them. Snag the rune inside. Go right and behind the pod. At the hole, snag the lizards and drop down to clear the level.





Skerkir Ravines: Goblins' Lair

Goblins surround you immediately. Fight your way out. Notice the steam coming from a small hole in the ground - you must use these anomalies later. Walk onto the steam, and you're shot upward. Move in the air to the upper ledges. Explore here for rune power-ups and lizards. Drop back down and exit through the only available exit. Go right inside the next room. If you're stuck inside a cage, bust your way out with your weapon.

Leap into the water to the left. Although it doesn't appear as such, the water is quite deep and leads into an underwater cavern. Turn right and continue swimming until you notice a hole in the ground. Swim straight down; at the bottom, turn toward the opening. Ropes inside these passageways trigger cage traps. If you're snagged, bust out with a weapon. At the second rope, turn right and pull yourself up the ledge. Proceed forward, dispatching the goblin along the way.

Cross the bone bridge. At the first steam vent (like the one in the first room), walk on to it and launch into the air. Adjust your heading to land on the upper ledge. Go left (away from the chain) and jump to the closest ledge. Continue jumping and crossing ledges around the area toward the left. At the end, ascend the chain. Grab the rune power-up to the right and cross the bridge to the left.

Enter a goblin-heavy area. Turn toward the first chain on your right. Ascend and cross the lava flow. Drop down on the goblin beating the mushroom-like objectives. Climb up the rocks ahead and move across additional edges to reach the high bridge.

Stretched canopies are found here. Jumping on these canopies launches you in the direction the canopies face. Use the canopies to reach higher ledges. When you reach the angled canopy, hop on to reach the top exit. Follow the hall around to a new area. Use the multiple canopies (you'll bounce like a pinball) until you reach the top ledge. Drop down into the hole (spot the lizards), and you'll become caged. The level ends in captivity.





Lair of the Torfar-Kolla

You've been stripped of armor and weapons. You must battle the Torfar-Kolla - but you must find your scattered weapons to accomplish the task. You begin inside a cage; the Torfar-Kolla's attack destroys the cage.

Go right from the start position to locate a rune of bloodlust. Take it now or save it for later. Proceed left toward the chains. Go up. Gather weapons and a shield as you move. These weapons will go with you to the next level; take the time to search for as many as you can find. You'll eventually reach a new weapon, the trial pit mace, after thorough exploration. Jump up the ledges nearby to emerge at the upper area of the goblin pit controls.

Kill the goblins and follow the walkway to the weak rocks holding up the cage. Swing your weapon against the rocks to break down the cage and cause a crack in the floor. Drop down and either hop into the crack or finish off the Torfar-Kolla with your weapon (and, optionally, a rune of bloodlust).

Drop into the crack and follow the underground tunnel to its end (many lizards here). Hop up, and you'll be outside the pit near a rune power-up. Grab it and continue to the next area, a large, cliff section with a rune power-up at the end of a spire. Pick up the rune power-up to conclude the level.

Beetle Passage

Beetle Passage is a purely cinematic level where Ragnar uses a flying beetle to traverse the caverns and tunnels to reach the mountainous next episode.

Episode 3 - The Gates of Thorstadt: Hlora's Pass

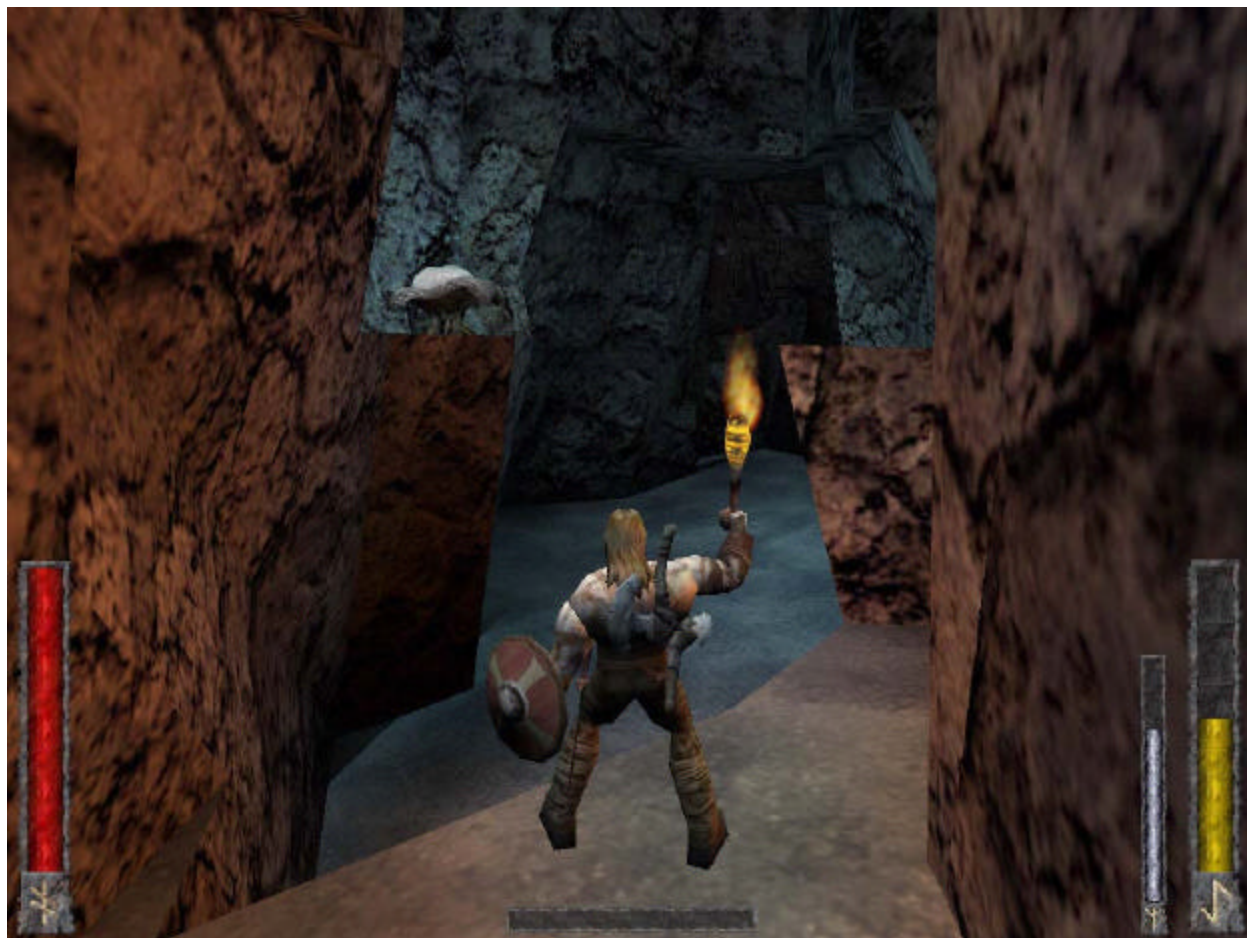
Approaching the nearby gate will trigger a cutscene that shows you the fortress where Conrack awaits. Behind you, as you stand at the gate, is a small opening in the wall that leads up. Climb through the opening and up the crack until you stand on a narrow snowy ledge that leads to your right. Follow the ledge and leap the gap at the far end.

You are standing on a ledge below a guard; to your left, around the corner, is a hole in the cliff wall. Go through the hole and into the passageway beyond. If you find yourself facing a dark chasm with no way across, turn around and re-enter the passageway. In a few moments, you will be facing a blue plant, with





a small ledge to your right. Climb on it, leap to the plant's ledge, and proceed in this direction.



Climb the small ledge to your right to jump to the blue plant.

Break through the wooden barriers and fight the guards. Behind their house is another wooden barrier with a passageway beyond it. The passage leads to a wide-open area, with boulders raining down from above. Straight ahead is a rune, but the way onward leads to your left. When you reach a metal gate, climb up the wall to your left to bypass it.

Follow the snow beast down to the guardhouse and do battle with it. Leading from ground level is a tunnel supported by wooden beams. The tunnel leads to the courtyard of the Temple of Loki; stopping by the throne near the tunnel exit triggers a cutscene in which Odin tells you to enter the temple.





Approach the temple and locate the small wooden door to the left of the grand entrance gates. Wait here while the guards talk inside; the door will open in a bit. Enter and dispatch the guards. A chain leads up to a room with a ramp that ascends to a slit that overlooks the courtyard. Behind you is a pair of ropes that support a lift that will hurtle to the ground below when you step onto it.

Mountain Fortress of Thorstadt

As you enter the fortress, go to the far wall and take a left. A small opening to your right leads to a little bridge across a small icy moat. You can climb over the barred doorway in front of you by leaping to the awning to its left and jumping through the opening over the door. Once inside, climb the stairs and break through the square wooden panel at your feet.



Get to the awning by jumping from the railing of the bridge.





Make your way through the sewers and climb a chain to a room full of barrels. A breakable wooden door lets you into the courtyard where guards await you. At the far side of the courtyard is another breakable wooden door. Climbing up the chain, you will find yet another chain, leading from the small room above.

In the courtyard, cross the open space and ascend the ramp at the far end. Inside the doorway, climb the chain and cut loose the boxes, which will fall on the guards below. When you leap down onto the boxes, another guard will open the opposite door. Inside, go upstairs and break through the wooden panel.



To either side of the statue are levers that you must pull.

Follow the revealed passage to an arena that contains quite a few standing rocks and a statue at its far end. To either side of the statue are levers; when both are pulled, goblins will emerge from behind opened doors around the





arena. To the right and behind the statue, a tunnel will open that leads to the next adventure.

Hergrimer Quarter: Streets of Thorstadt

Just above you is a chain holding up some wooden beams. Toss a weapon at the chain to break it and use the fallen beams to climb up into the street.

At the far end of the street, break through the damaged wooden door. Once you defeat the berzerker and his comrades here, a door near the beginning of the level will open, and another Viking will emerge. Inside that door, break down the wooden beam that is holding up part of the ceiling and climb up.



To the left of the burning tower is a narrow alleyway with a door.

Drop into the neighboring street, then drop down into the opening on the opposite end of the street from the metal cage. Down here, follow the tunnel





to a room full of barrels; flip the switch you find here. Flip it again once the lift descends and ride the lift up.

In the next room, the door on the main floor is impassible. To bypass it, look to your left and climb on the wooden platform, using it to jump into the open window. Break the barrel that is clogging the next window and leap down. Once you defeat the berzerker, the door will open, letting you exit.

Around the corner, a cutscene will play in which the tower catches on fire. Just to the left of the tower is a short, narrow alley with a doorway along the right wall. Climb up and get out on the ledges overlooking the street. Leap to the wooden platform near the flames, but do not enter the tower. Instead, turn and jump to the hexagonal building whose roof has been broken off. Drop down into the opening (landing on the beams to avoid injury) to end this level.

Grottintanna: Vessel of Blood

Chop away the two wooden supports that are holding up one of the stone pillars, and it will topple through the nearby door. Through the door is a chained snow beast; free it by breaking its chains, and it will break through the wall. Follow its path.

After you fight the guards, exit through the small archway. Up in the next area, take a sharp left and look for a breakable door. Inside, climb the chain and break through the door there. Chop through some wooden supports to proceed to another chain that leads up.

Nearby is a chain that supports a heavy wooden bowl. Leap towards the chain, cut it mid-leap, and ride the bowl down onto the guards below. Just inside one of the side rooms is a switch that momentarily opens a pair of doors that lead outside.

Cross the open area and go inside the small room that contains several stacked crates. Attempt to climb them, and you will knock them over, alerting the guards outside. Fight them and go down the wrecked hallway that is now open. At the end, take a right into the small room and climb up. Jump through the narrow window, and you will enter the next level.





Motsognir: Fierce Resistance

Look out for the guard above you who pushes deadly crates onto your head. As you exit this room, look for a lift to your left that takes you down to a rune power. Back up the lift, exit through the hole to your left, and you will overlook a courtyard. Below, a snow beast, pursued by guards, crashes into a building. Jump down and kill the guards, but do not kill the two prisoners who are standing inside cages.

Instead, go to the end of the courtyard and press the switch to open the door to its left. Inside, press the switch you find there quickly, so you can go back to the courtyard before the first door closes. The two prisoners will attack the guards who emerge from a room nearby, giving you ample opportunity to kill this wave of attackers.

Once they are dead, a short time will pass, and another wave of guards will leap from the walkway above and attack. The column in the center of the room will descend, letting you reach the rune of bloodlust on it. In a corner of the courtyard, along the same wall the prisoners were held captive within, a new passageway opens.

A few well-timed leaps take you to the edge of a pit; to your right is a breakable door. If you elect to leap into the pit, you can climb up the chain there by first tossing a weapon above you to break apart the wooden beams that would otherwise block your progress.

The way onward is through the breakable door by the edge of the pit. Inside, leap from the hand card to the chain and traverse the room to the rune above you. Now, approach the opening on the far side of the room; a wooden door will slam in your face, and guards will attack. Inside the room they emerged from is a switch that re-opens the wooden door.

Past the door is a four-part courtyard full of guards not only on the ground level, but also on the rooftops. Defeat several waves of guards, and the metal grating that blocks your way into the courtyard's center will open. Climb the chain inside to the upper level and make your way across the rooftop to a breakable wooden window.

Inside, continue to break your way through debris until you arrive at dark maze full of barrels. A torch near the entrance will assist you. At the end of the





maze is a box you can use to climb to the room above. This room features an elevator that is operated by a switch. Flip the switch and ride the elevator up.

Skeggjold Meeting Hall

The stained glass window below you will smash as you leap to it, dropping you to the room below. Break through the damaged sections of wall to proceed. In the courtyard, a guard will try to kill you with a collapsing column; killing all the guards will prompt more to appear on the walkway above you.

At one end of the room, the debris from a pushed column will let you leap to a nearby platform, a vantage point that gives you access to the walkway that encircles the courtyard. Six breakable wooden doors contain guards and goodies, but one of the doors (opposite the platform) reveals a guard who flees through a barrier.

Open the barrier with the switch beside it. Within the door is an obelisk with a rune atop it; approaching the torchplate will lower it to you. On the dark far side of the room is a switch that opens the door to the next level.

Haugspori Plain: Outer Temple Wall

Cut down the chandeliers above the guards below you and go downstairs. Breaking a stained-glass window reveals a room containing an elevator. Destroy the wooden supports that block the elevator's descent and use the switch to ride the elevator up.

Leap through the window and crash through the neighboring roof. Break your way down to the ground outside, where a cutscene will show a grim reminder of how ruthless Conrack is. A trio of bars blocking a door will lower when you trigger the nearby switch, and the door will succumb to your weapon's blow.

Inside, you find yourself in a room stacked with crates. Behind the stack of boxes on your right is the exit. Go through, and you find yourself at the bottom of a short tower. Defeat the guards, use a box to climb atop a pillar and, from there, get on the walkway above. A switch here opens a door below that is blocked with barrels.

Through that door, a passageway brings you to a gated area overlooking the temple. Statues here come to life as you pass them; you can pre-emptively





attack them or simply run by them and descend the ramp to the temple. A batch of rolling logs will pursue you, but you can avoid them by running backward and leaping. At the bottom of the ramp, go to your left around the side of the temple and look for a doorway with a switch just inside. Use the switch and enter the temple a bit further to find the doorway to the next level.

Loki Temple at Thorstadt

Walk straight ahead and look for some objects that let you climb up a level and cross some damaged rafters. Once you cross them, beams will crash down, alerting a guard below. Return to the ground level and find the guard, who is peering into a pit created by a deceased snow beast.

Leap the pit and trigger the switch on the far side. Return toward the pit, but stop before you get there; a fallen timber to your right lets you leap up and over to a window that overlooks the statue room.



These fallen timbers to the right let you climb up and exit.





Jump down into the statue room and access the rafters as follows. Go to your right and leap to the room that contains a table and stool. Walk left and leap from the second window to the rafter ahead of you. From here, turn right and enter the hole. A cutscene will play in which Conrack reveals his new army.

After Conrack disappears, go to the upper-level walkway on your right and find Sigurd huddled in a corner. He will give you his battle axe and expire. A damaged door to your right leads to a spiral stairway that leads to an armory. Near the stacked weapons is a switch (up and to your right as you proceed down the tunnel to the door the switch opens).

Exit the opened door and go into the building that looks out over the snowy chasm. Outside the building to your left are some steep steps that lead to a passageway below. Entering this passageway brings you to the next level.

Tyrdall Mountain Range: Wendol's Lair

After the opening cutscene, run to the ground level and make your way along the valley until you fall through the ice. Swim straight ahead to an opening in the ice near some green underwater plants. Above are frozen ice beasts; beyond them is a chasm with a river below that is safe to jump into.

Swim down this river, submerging when needed, until you find an opening above. Up in this room are goblins who first attack by shoving ice columns at you. Note that goblins cannot swim, so you might use this to your advantage. Climb up the ledges here until you can drop down into another area.

Snow beasts patrol this cave, making this a prime spot for using any rune power you have. On the far end of the cave is a ramp leading up, with a drop-off at the top. In this room, three panels on the floor release damaging steam; use the panels to defeat the goblins who attack you. As you use the boulders to climb to the passage on the far side, snow beasts attack. This is a nice spot to use your blast rune power, knocking the snow beasts into the steam.

In the passageway, a snow beast will charge you through a boulder that blocks your path. Beyond, a very long ramp descends to the level exit; a cascade of rocks is your main foe on this stretch. Run down the ramp while hugging the left-hand wall, looking up. A snow beast cave partway down the





ramp affords some momentary peace and quiet, as do a couple of nooks and overhangs.

Tyrdall Mountain Range: Vindsvaer Ravines

Head out into the chasm area and cross the bridge. Follow the enemy who leaps the gorge by waiting for the wind to howl and the snow to blow horizontally. Leap into the snow and let the wind carry you to the far side. Another similar leap occurs shortly after the first.



Wait for the howling wind sound before you leap into the falling snow.

The final leap is more tricky. Two opposing winds are at odds with one another, and you must wait until the wind coming from your right is uncompromised by the wind across the chasm. Leap out toward the trees on the far side, and the wind behind you will carry you across.





Continue to the valley that slopes downward and is populated by snow beasts. At the bottom of the valley, bear right and climb a bit, looking for the crack in the valley wall which lets you exit this area. At the far end of the crack, you will find a pair of frozen snow beasts. Goblins attack from the trees, so free the beasts before you run through the trees. The creatures will attack each other and let you mop up.

Ahead, a steep ramp leads down to a small pool of water. Jump in and swim for a moment, emerging at the nearby hole in the ceiling. You will be standing on a ledge, overlooking a fight below you to your left. Halfway along the ledge, drop down onto the steep steps that lead to the floor of the area. Enter the large cave and climb up on the column in the middle. Three more jumps and climbs take you to a power-up above you and lead you back to the ledge.



Knock the right-hand ice column down to break open a hole below you.





Cross the rooms with the icy floors, watching for falling ice columns. Climb up the ledges at the far end. Continue to climb up ledges and walk up tunnels until you arrive at a ledge with a thick column of ice hanging beside it. Hack it down, and it will fall to the ice below, creating a hole you can swim through.

When you emerge, run across the cracked ice, jumping for the edge each time the ice shudders and collapses. If you cannot grab the ice's edge in time, you will be swept back to the beginning of this section. At the far end of this area, wait for rocks to fall from above you; they will plow through a large section of the ice and knock a boulder down that you can use as a ladder to proceed.

An unstable ice bridge leads to the lair of the snow beast king. Note that the king is resistant to the powered-up Sigurd axe. Either kill the king or lead him back to the unstable bridge, where he will break through. Whichever method you use, go back to the now-collapsed bridge and jump down into the opening that is revealed. Leap into the very deep pit, and the water below will break your fall. Swim to shore to end this chapter.

Episode 4 - Dwarven Mountain Retreat at Gustyr

Exit the hut and go to your right, following the canyon to a metal gate. Behind you, past the trees, a dwarf guards a switch that lowers a lift near the gate. Push the switch and quickly get on the lift, riding it down.

Jump into the water and look for a place where you can submerge. Swim through the tunnel, emerging by a switch. Flip the switch, turn left, sidestep into the water, and swim down the tunnel you are facing. A grating at the end of this underwater tunnel closes soon, so you must swim quickly past it.

When you emerge, lower a ramp by operating the switch you'll find amid a cluster of barrels. Climb up and make your way to a forge, where a pair of dwarves are hammering at their work. Leap down and defeat them, releasing another guard from a doorway you can now exit.

Make your way along the street to a caged room where the dwarves will threaten you in a cutscene. In one corner of this room is a chain that lets you





climb up to a power-up. In another corner is a newly opened doorway that leads down.

Cross the footbridge and approach the wooden doors that open and reveal a small group of dwarves guarding a switch. Push the switch to open the door here, giving you access to a pier looking across some water at a windmill. Swim over to the ledge to the left of the windmill's blades and climb the narrow ledges up. Walk carefully behind the spinning blades to the far room, where a switch closes half of a barrier and opens a door below and opposite your vantage point.



Once the windmill blades are slowed down, climb on them to ascend.

Leap to the water and swim to the newly opened door. The switch inside closes the other half of the barrier, which slows the windmill blades significantly. Again, climb the narrow ledges and pass behind the blades, this





time turning and jumping on the moving blades to climb to the open window above.

Once inside, pass through the turning gears until you can fall through a hole in the floor. A set of stairs down here heads to a room below, where a turning shaft blocks your way into the water below. Smash the shaft with a weapon and jump into the hole.

Reginn River Engines

Swim straight ahead and climb onto the ledge. A switch nearby releases goblin prisoners from their pen, and a gong brings dwarven guards through a doorway to the cage's left. Inside that doorway is a short hall, with steam vents on the floor and a switch at its far end. Flipping the switch opens a gate back out in the main room.

Jump into the water and swim beneath the wall into the next area. A large paddle wheel is slowly turning as the water passes beneath it. Wait for one of the paddles to lift you in the air, then jump from it to your right, walking below the machinery operating there. On the far side, leap again into the water and continue.

Climb up and walk behind the waterfall, where a small battle rages between a dwarf and goblin. After the fight, a nearby lift will descend, bringing with it more dwarven guards. Ride that elevator up and use a ledge to access the metal walkway above you. A switch up here opens a metal plate in the room behind you.

Jump into the hole and make your way through the steam vents below. Switches down here turn off the steam. An exit leads down to a stream that flows through a wheel. To the right of the wheel is a ledge that gets you out of the water. Use it to access the interior of the dam, where a switch will turn off the turning wheel.

Swim to the wheel and climb over it. Jump into the water, then climb up onto the walkway and hoist yourself up the chain to a switch. Push the switch and jump back down, crossing the walkway to an opened hole above you. A piece of ledge lets you climb up and ascend the ramp.





After a battle with dwarves and goblins, ride the lift up to the room above, where a cutscene will show you just what kind of mechanic you are. A chunk of machinery will fly through the wall, opening a hole you can run through to reach the next level.

Dwarven Mountain Lair at Nordri

Walk through the shattered hallway to the gong at the far end. Ringing it summons a goblin, who will push the switch across the gap. The switch releases a drawbridge for you, so you can cross. A chain leads up one of the pipes here, and another accesses the top.

From here, you can trip a pair of switches that let goblin prisoners attack their dwarven guards. Jump down and finish them all off, and a pair of new guards will burst from a door to attack. Run through that door and push the switch that opens the door at the far end of the prison.

Once inside, you will see a dwarf to your left who drops some timbers in your path. Hack through the wood and enter the hall below. Kill the crabs here, and a mechanical dwarf will emerge from the machinery at the far end of the hall. His two attacks include a spin and a rocket salvo. Your best bet is to get in close to trigger the spin attack, step back until it ends, and dash in close to land a blow.

After the fight, a side door will open, and a goblin slave will run past you. Go through the door and trigger a cutscene in which dwarves attack the goblins who are working. Inside this room is a switch that opens the door next to it. Within are a pair of statues that will come to life if attacked or approached. Kill them both, then step on the plates the statues were on. Another pair of dwarves will rise from the water areas, and a window in the room will open.

Jump through the window, trigger the switch, and break your way through the wall nearby. Climb up and hit both switches, and a released goblin will push the switch on the walkway above the watery area. An elevator activates and brings you to the top floor.

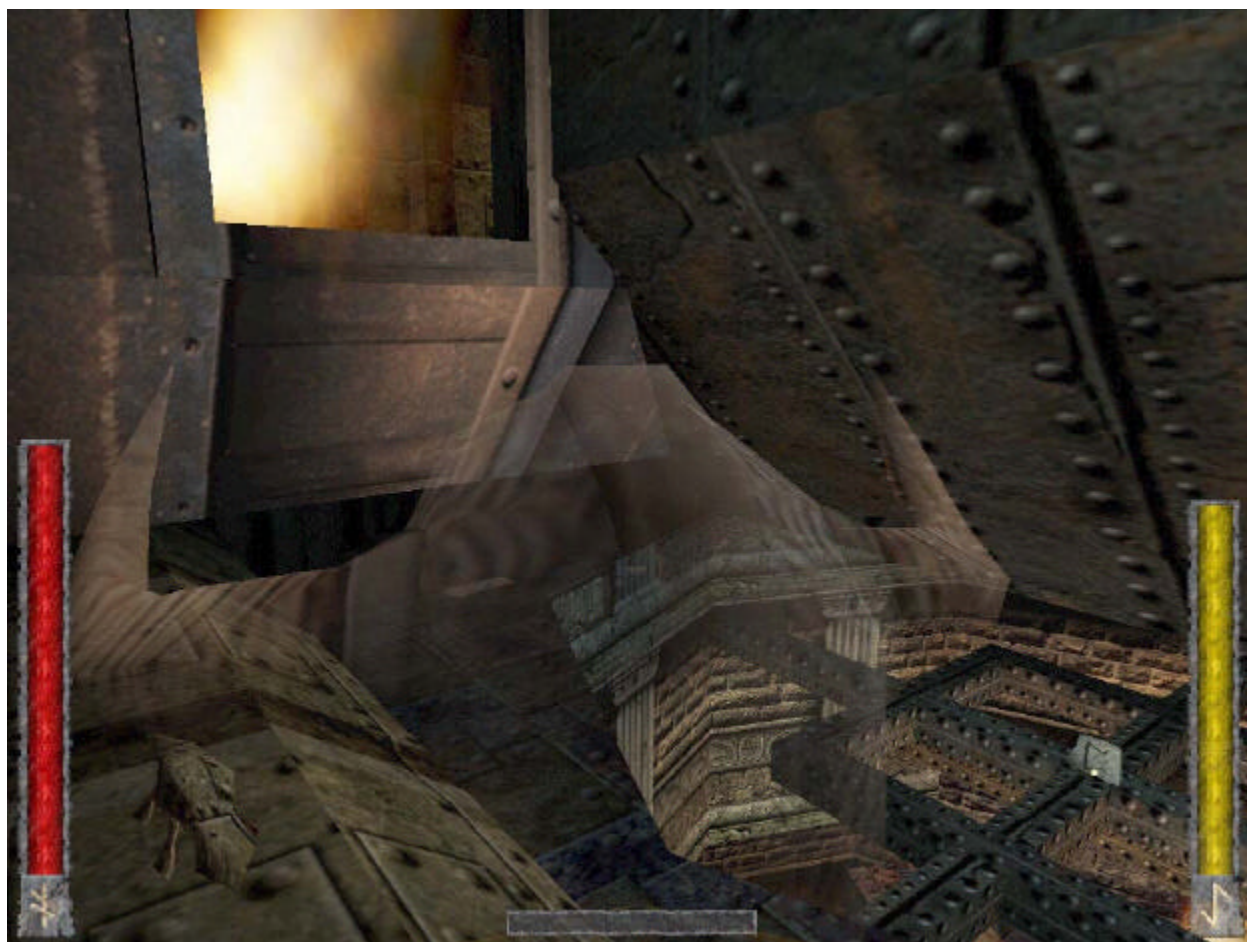
Up here, a section of wall supported by a thin timber will help you fight (or kill you if you aren't careful). A nearby switch lowers a gong from the ceiling, which you must hit in the center with a thrown weapon. (You might hit the gong but not activate it; listen for the gong to actually ring.) Cross and follow





the walkway around and leap to the adjoining walkway. From here, drop down into the steam machine room.

It's sad but true. You must kill all eight of the helpless treadmill goblins to stop the blades above from spinning. Once it is not moving, climb the chain and clamber up onto the blade. Continue up above the square rafters onto a pipe that holds health lizards. From here, jump into the pipe, taking care to do so when no fire is shooting from the hole.



Jump into the pipe, but wait for the flames to subside.

A series of walkways suspended over space brings you to the end of the level. Take care that you avoid the crumbling portions near the end.





Dwarven Aqueducts at Fullangr

Jump from the pipe and go left, swimming across the moat and climbing into the building with a chain dangling inside it. Up on the walkway is a switch that operates a bridge across the moat and several torches. Grab one and exit the building, heading straight ahead down the dark tunnel.

Sidestep the spiderbots as you go, leaping chasms, climbing into pipes, and dropping down further into the sewer. You will soon enter a very large room with a low ceiling, split grid-like by square columns. At the far end of this room is an exit that brings you to a stream. Go to the upstream end of this room beside the paddlewheel and jump in. Swim to the far side of the stream and pull yourself out before you are swept back into the previous set of rooms.

Break through the breakable section of wall, and a cutscene will show you several enemy goblins. At one end of the watery part of the floor is a hole; swim into it and follow the underwater channel around to an escape hole. You will now be standing in a room dominated by a statue that is flanked by steam vents.

Behind the statue is a slightly opened door, and beyond that door are dwarven guards having a conversation. Interrupt it and break open the two small wooden doors that flank the main entrance. Within one, push a switch and, within the other, climb the spiral stairs and ring the gong. Now, descend and cross the room, entering a room full of amazing machinery.

A giant column to your left is supported by wooden beams, which you should cut away. The column will smash the generator and create an electrical charge in the water. Cross the water by leaping to one of the floating platforms, which will slide across to the far side. Push the switch over there and exit this level through the door that opens.

Water Reserves at Gloinn

The water continues to be charged with electricity, so take care to stay on the sides of the pipes and the platforms that slide across the water. The first large chamber has an exit along its right-hand wall.

Through this exit, you will walk beneath a pipe with an electrical charge running along it and see a cutscene, featuring dwarves babbling about locked

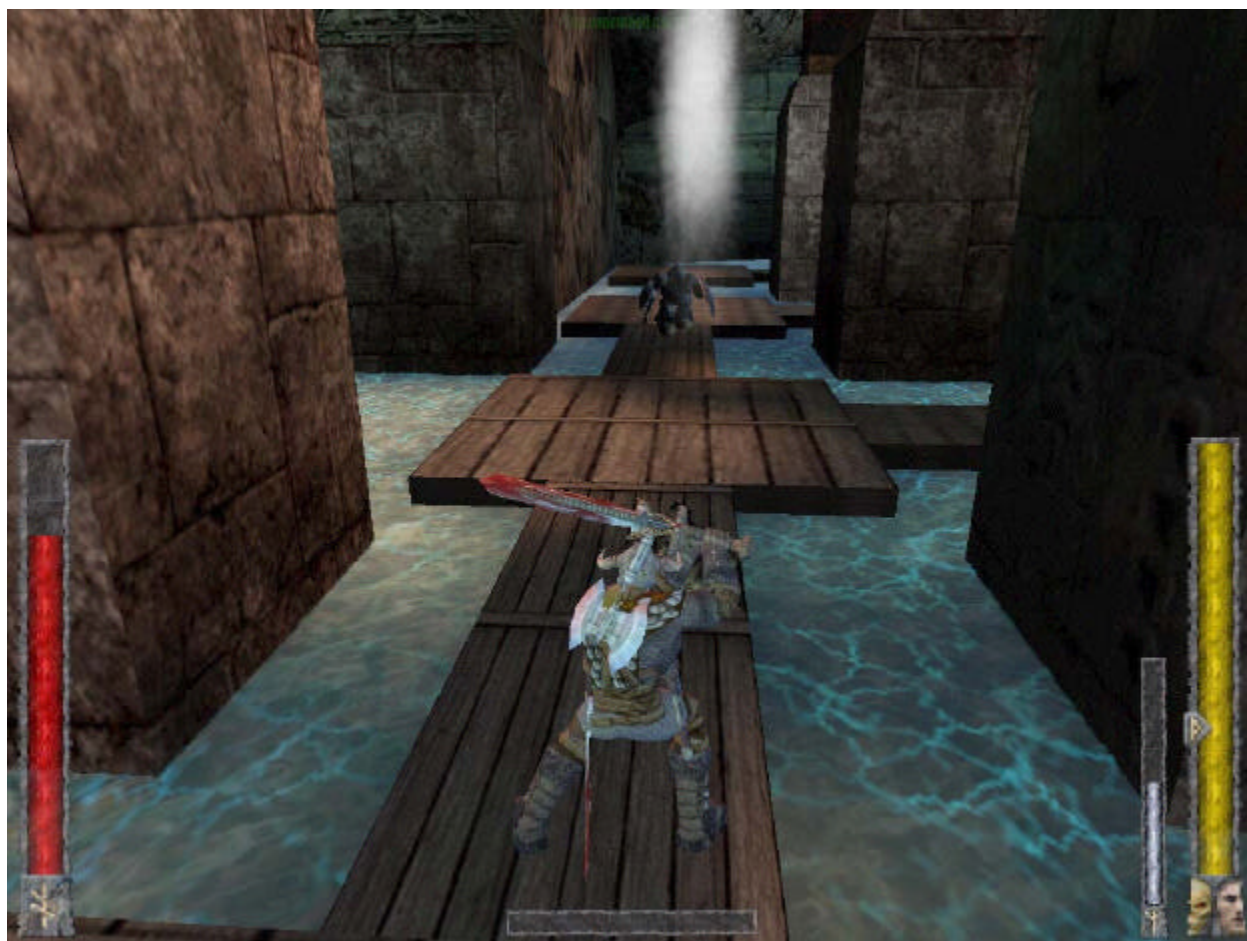




doors. When you turn the corner and enter this room, you will find a trio of wooden supports holding up a mechanism that, if dropped into the water, will electrify it.

Chop away the supports (or, more safely, throw a pair of axes at them from the walkway). Kill all the dwarven guards, using the switches on either side of the room to extend walkways across the electrically charged water. The large door on one end of the room will short-circuit and open for you.

Go through it and jump to the walkways. Use the steam vents above you to deal easily with the dwarven guards. Jump down the hole at the far end of the room to end this level.



Despite their mechanical aptitude, dwarves don't truly understand steam.





Hlevangr Reservoir

Enter the first room and push both switches that are in the up position. This causes the third switch to pop up. Pushing it down will flood the room, letting you swim through the hole in the ceiling. In the pipe above, run to the far end and break through the damaged section.

You will battle a mechanical dwarf in this room; when you are victorious, a side door will open. Use the switch on the left and heal up in the room that opens. The middle switch opens your way up a ramp; up here is a room overlooking a metal grating. Cut through the chain to drop the chandelier through the grating below, then follow its path to the lower level.



This entrance, originally blocked by wooden beams, leads to the exit.

A mechanical dwarf accompanied by several goblins will challenge you here. The way out leads through a tangle of wooden beams in a doorway in one





corner. Within this room is a pair of switches. One reveals fast-moving water; leaping into it and swimming briefly downstream ends the level.

Hornbori: Outside the Dwarven Forge Towers

A monstrous fish patrols the waters you find yourself swimming in. Lure it over to the sole wooden support that's holding up a platform. Climb onto the fallen platform and ascend the chain.

Enter the little hut and jump through the window. Leap straight ahead for the walkway. Peering over the edge triggers a cutscene wherein dwarves taunt you. Break open the wooden doors to either side of you and trigger the switches to flood the area below with water. Jump down into it and climb out to your left.

Straight ahead up the ramp is a damaged section of wall, accessible using a couple of pieces of convenient masonry. At the far end of the subsequent forested area is a wall with a horizontal slit. Peek through the slit to trigger a cutscene, and a dwarf will open the door to attack.

Inside that room is a sark statue, several columns, and many chains. Climb a chain before the columns can descend and release the enemies that stand atop them. Gather the power-ups on the walkway, then descend. Defeat the enemies and approach the closed wooden door that will open so you can pass through.

In the next courtyard, go left and use the switch to release the snow beast, making your battle against the dwarves that much easier. Once you have won, approach the small wooden door and open it with the switch next to you.

Out here, use the switch to extend half of a bridge. Once it is extended, run about halfway to its end and leap off to the right, landing on a pipe. Use the pipes to access the funnel you see to your far right. Leaping into the funnel ends the level.





The funnel way down there is your exit.

Solblindi: Dark Dwarf Citadel

Drop down into the foundry and defeat the dwarven workers. A guard will descend an elevator, which you can then use to ascend to a long hallway. At the end of the hallway, dwarves will attack after a cutscene plays. Use the chains to descend to the main floor and defeat these dwarves. Once victorious, you may exit through the arches.

Outside, a group of dwarves will be set ablaze by Odin, who will instruct you to find and defeat the lord of the dwarves. He will assemble huge blocks of stone into a bridge that crosses the chasm; from the point of the stone wall, jump to the lowest chunk. To your right is a series of climbs that takes you to the courtyard above.





Use the pillars that are supported by wooden beams to help you defeat the dwarves who object to your arrival. Their deaths will prompt others to lower a massive drawbridge, releasing new guards. Kill them and open the gates by using the switches to either side.

Within, defeat the dwarven hall guards and go up the ramp at the far end of the room. Push the switch to your right to be ushered into your battle with the dwarf lord. He will taunt you, then open the door so you can fight him.

One of the five pillars surrounding him contains a teleportation door that whisks you to the walkway above. Up there, find the switch that's up and push it. It activates another pillar's teleportation door that you should go through. Repeat this process until the effects the switches have on his power supply kill the dark dwarf lord.

The final pillar sports a teleportation door of a new color. Walk through it to end this level.

Episode 5 - The Dwarven Outpost

After Odin's pep talk, exit the room and walk over to the elevator that a dwarf will ride up to you. The switch beside the elevator activates it, letting you descend. In the central area of this large open space is a building of sorts, with a stairway that leads up to a small cable car. Ride the car across to a switch that opens the grand gates. Return to ground level and go through the gates.

Run up the wide valley and down the ramps to the bridge tower. Dwarves will destroy the bridge with their catapult, but you will find a set of stairs to the left of the bridge tower that lead to a narrow crossing down within the darkness below the ruined bridge. Cross and ascend the set of stairs on the far side.

Defeat the dwarves who fired the catapult and enter the gate near the catapult with the use of the switch to the gate's right. This ends the level.

The Castle Entrance

Run down the hallway, turn the corner, and push the switch beside the metal grating. Dwarven guards will enter the area through the main gates; defeating





them will raise the grating. Inside the small room is a tomb with a pressure switch inside it. Jump into the tomb after you break it open to trigger the switch and open the door behind you.

Fight your way to the stairway down the hall and descend to a pit which has three unfortunately suspended over it. A zombie will leap into the green liquid and become a sark. Walk up to the grating in the arched doorway, and you will see an enemy run past. Go back upstairs and at the top, a pair of sark will burst through the hallway wall.

Enter the hole they created and jump into the hole in this room. Find the stairs that curve down to the cages suspended over the green liquid. Leap from cage to cage quickly, before they submerge into the muck. Through the next tunnel, Odin will give you some final words of encouragement.

As you run across the winding walkway that leads across the green liquid, sark guards will leap from the ooze and attack. If you like, skip past them and run into the door at the far end of the walkway. The door will close in their faces as you end this level.

The Trickster's Maze

Along the first hallway are statues, some of which become animate as you approach them. Avoid the ones who punch by stepping close, then backpedalling a bit when they attack. Then run past them before they can pull back their fists and throw another punch at you.

Open the door with the switch and battle the sark. Take the axe he drops and exit out the far end. This next maze-like portion is navigated as follows.

In the first chamber, go right and forward twice. You will be dropped down toward some yellow lava, but will land instead on the nearby floor. Turn all the way around and go forward twice, then right. You will find yourself spun upside down.

Go forward, turn right, go ahead two more rooms, and take a left. Climb to and walk through the yellow portal ahead of you. You will find yourself in a new chamber, upright once again. Turn right, walk forward one room, turn left, walk forward one room, turn right, walk forward two rooms, turn right, and enter the doorway.





Each mistake you make in the maze puts you back at the start of the mini-area you are in.

Now, you will be walking through the maze with your body parallel to the floor. Go ahead one room and drop down through the doorway. Repeat. Climb through the yellow portal ahead of you, and you will be upright once again.

Turn right, walk forward one room, turn left, and walk forward until you hear a clue that you have successfully navigated this area. The level ends when you exit through the door.

The Trickster's Chamber

Note: The final battle on this level is won much more easily if you have enough rune power to activate the super damage feature of your dwarven battle axe.





Run down the stairs and cross the room, using the switch by the door to open it. (The doors in this room open if you strike them, and one of them contains a power-up.) Take a hard right, then a left, and enter a chamber lined with cells. One of the wooden doors here conceals a room with a breakable wall. Enter through the hole you create by breaking through it.



It's this cell that contains the breakable wall.

Make your way through the damp tunnel with the reflecting floor into the room with green liquid streaming through it. Exit out the opposite door and knock over the wooden support you find in the corner of the next room. Climb up the tilted beam and out through the hole above.

This little hallway leads to a switch that opens a metal grating several rooms back. Retrace your steps all the way to the room with the cells lining the walls





and find the stairs. Go up them and take a left at your first opportunity. This doorway is now open, thanks to that switch you just pushed.

Go straight, take a right, and look to your left. A switchplate here opens the door next to it, and inside is a switch that opens the gigantic door back in the room with the green stream. Flip the switch, then turn and flip the one by the door across the room. Enter and flip all four switches on this level.

Descend and step on the switchplate that opens the door. Cross the room and approach the door at the end of the short hallway. It will open, revealing the room where the gigantic door has lifted.

In this room, a sark guard will attack you. Then, a series of zombies will attempt to leap into the green liquid, so they can turn into sarks. Try to behead the zombies before they make it to the green liquid. After several waves of them attack, the bars at the end of the room will slide away, letting you confront Conrak.

First, a trio of very nasty sark leap to the floor and battle you. As the first one lands, activate your dwarven battle axe (if you have enough rune power) and dispatch them one at a time. When Conrack begins to talk, view the cutscene and give him a whack or two with your powered-up axe. Switch to whatever sword gives you the longest reach (a Viking broadsword, if you still have it) and fight him with it; using the battle axe is asking for trouble against his very long-range attacks.

After the fight, he will leave you to the whims of a pair of his sark guards. Leap into the waters at Loki's feet, and you will emerge transformed once the next level begins.

The Barren Canyons

Pull yourself onto the ledge to the left of Loki and exit through the door Conrack disappeared into. Swim across the pool of green liquid, noticing that now, as a sark version of yourself, the liquid restores your health. Climb the stairs and exit the building via the statue-lined hallway.

Before you leap the gap in the bridge, check beneath the bridge for a power-up. Now, cross the bridge to trigger a cutscene. In the next area, run to your left past the cottages and find the gap that is blocked by spikes. A small ledge





to the right of the spikes gives you the altitude you need to leap across the gap to another ledge, which lets you bypass the spikes. (Note: There's no need to fight the sark in this area, as you can outrun them to the spike area.)



You can get past these spikes without fighting a single sark among the cottages.

Leap the chasm from this ledge. Fight your way down toward the beach, but instead of catching some rays on the sand, take a right and find the cul-de-sac with the unbreakable wooden door and small pool of green liquid. Jump up to the ledge that overhangs the liquid and run along it to a chain that leads up.

The rest of the enemies on this level can simply be avoided as you run along the upper ledge, leap to another, pass by a Viking guardhouse, and jump through the opening situated behind some trees at the end of the little clearing. Through this gap, the next level begins.





Embers of Hrafnborg

Run up the valley to trigger a cutscene. Once it is over, take a left at the fork and run through the archway. You will see a ruined wall on your left that you should circle behind and climb. From it, you can leap to a ledge and climb up to disrupt a little goblin celebration.

Continue, crossing the bridge and using a pair of ropes to assist you in crossing to a nearby ledge. (Note that in this area, you should climb to the very highest point on each rope before letting go to leap to the next rope or ledge.) A set of four ropes lets you gain the ledge opposite; the upper ledge leads to a power-up, while the lower ledge features a tunnel that leads onward.

The tunnel emerges at a field of lava, where several jumps and climbs are required to gain the far end. Passing through a small building, you will find yourself in a cave with water dripping from a hole in the ceiling. Sark will leap in ones and twos from a ledge at the far end of the room; kill them all, then climb the ledge and run up the ramp, leaping into the next room to end this level.

Return to Wotenkeld

Make your way back to the village, using either the series of ropes or the ramp to ascend to the opening out of the initial cave. At the top, Conrack and his cronies will challenge you. Use your dwarven battle sword for the fight against Conrack, who wields the same weapon. Stay just out of his reach. Dodge in slightly as you strafe left or right, so that your weapon sweeps at waist level, then back away from any swipes of his. Use the two green pools to restore some of your health during the fight.

Once you have defeated Conrack, Odin will transform the rune atop the mound into a teleportation portal and invite you to take your place in the heavens at his side. At this point, the game offers two distinct endings. On the one hand, you can enter the portal and go to Asgard. On the other, you can refuse his offer and simply stay there in your ruined village until your monitor burns its image permanently onto its surface.

You make the call, brave (and wise) warrior!





Chapter 4: Multiplayer Strategies

This section covers multiplayer-specific strategies for Human Head's Viking combat game Rune.

Using the Shield

If you are not carrying a two-handed weapon, you should make every effort to carry a shield. During a fight, do you hear the clank of your weapon on something solid as you swing at your opponent? Most likely, that is the sound of your weapon hitting his shield, and that chunky sound in reply is your enemy hitting your flesh. Even if you do not raise your shield in defense, the shield will protect a portion of your left-hand side.

If, during a fight, you knock an opponent's shield from his arm, and if, after the fight, his shield is still intact, you can click your use key while standing near the shield to try and pick it up. If the shield on the ground is in better shape than the shield you are carrying, your character will automatically trade them. This tip is very useful during the single-player missions as well.

The Toss

Get a leg up on your opponent by hurling any spare weapons you have at him as he comes at you to attack. Small weapons, especially axes, can be thrown quickly, whereas larger weapons, like hammers, take a moment to heave. Anything that makes contact with your opponent will make it that much easier to defeat him when you come to blows. Note that shields do not protect against thrown weapons. Again, in the single-player missions, this is a handy tip.

If the game's host does not have the auto pick-up option selected, you must pause and pick items up, just like in the single-player game. In the single-player game, you are usually aware of the enemies in your surroundings, but you can be surprised an awful lot in multiplayer matches.





Your character can pick up and use items that are behind his model. In other words, if you need health, you can orient your character so his back is to a leg of meat, and when you click the use key, you will still pick up the meat. Therefore, rather than walking up to an item and using it with your back to the action, walk up to the item, turn around so you can see what is behind you, and click your use key.

Note that the use key only works if your character has come to a complete stop. Get used to the pacing and become efficient at using items, so that you minimize the pause required for using items on the ground. Clicking wildly will only lengthen the amount of time your character stands around.

Nifty Footwork

In a highly populated game, you will often come upon situations where other players are engaged in a fight. Bear in mind that if you attack someone from behind, his weapon will still hurt you any time it touches you; the backswing of a sword or an axe raised above the head hurts just as much as if you were the intended target.

Also, use the camera to your advantage. For instance, you can hide behind a pillar or column and shift the camera around to see beyond the pillar and if an opponent is approaching. You can see the incoming foe, but your foe can't see you. Use this trick to your advantage by leaping out and gaining the first strike!

If you are clearly outmatched in a fight due to much lower health or an inferior weapon, don't hesitate to run for it. Leap into lower hallways, jump from one stretched canvas to another, and don't pause to pick items up until the coast is clear behind you. Best of all, ride lifts up to higher levels, which puts a big buffer between you and your pursuer, often convincing him to give up on you.

Power-Ups

He who takes the time to collect rune power-ups will be rewarded with a high score. Powered-up weapons are so mighty that the kills you will score with them will far outweigh the amount of time it took you to collect the runes. On a





related note, know the maps. Know where bloodlust and power runes are as well as your favorite weapons. Learn where each stretched canvas flings you.

Rune power-ups are extremely important in elevating your kill score. Gather rune energy at all opportunities and grab your favorite rune power weapon. As detailed in the weapons section of this game guide, some rune powers are more effective in multiplayer than others (for instance, vampire attack, lightning, fire blaze, and so on). Rune powers don't last very long, so it's important to time their invocation carefully. Don't activate the rune power too soon, or your opponent could spot the power's aura and flee. Hold the power until the enemy is within attack range.

It's also extremely important to seek out health power-ups as often as possible. After taking damage, flee from a fight and grab a health power-up (especially the full replenishing rune of health). Taking the time to pick up health will increase your kill-to-death ratio and keep you alive to score consecutive kills and gain multiplayer trophies (awards for streak kills).





Appendix: Cheat Codes

Even the greatest Vikings of all time used some shady tactics to win certain key battles... Well, that's a good enough excuse, isn't it? This chapter presents Rune's cheat codes, which will let you become invulnerable, fly around the map, walk through walls, or even warp to any map and level.

To activate the cheat codes, open Rune's console by pressing the tilde (~) key or by pressing the TAB key to open the command line.

To enable cheat mode, type "cheatplease" inside the console or command line. With cheats active, type in any of the following codes in the console or command line to use the particular cheat.

god

This cheat enables god mode - now you can be as powerful as Odin himself! This code makes you invulnerable.

ghost

This cheat lets you walk through walls, which is very handy if you can't seem to open a particular door.

fly

This cheat turns on fly mode. Want to observe the level from a bird's eye viewpoint? Enter this code to fly around the map.

walk

This cheat turns off no clipping and flying modes.





behindview 0

This cheat turns on the first-person viewpoint.

playersonly

This cheat freezes all monsters or NPCs.

killpawns

This cheat terminates all enemy creatures.

summon [item name]

Summons a particular item. Place the particular item name after the summon command:

VikingShortSword
VikingBroadSword
VikingShield
VikingShieldCross
GoblinAxe
GoblinShield
DwarfBattleSword
DwarfBattleAxe
DwarfBattleHammer
DwarfWorkSword
DwarfWorkHammer
DwarfBattleShield
RuneOfPower
RuneOfPowerRefill
RuneOfHealth
RuneOfStrength
MagicShield
DarkShield
RustyMace





summon [item name] (cont.)

RomanSword
SigurdAxe
HandAxe
Torch

open [level name]

Warp to a particular level placing the following map names after the open command:

Intro
Ragnarvillage
ragnarvillage2
sailingship
sinkingship
sinkingship2
deepunder1odin
deepunder1odinbv
deepunder3
deepunder4
hel1
hel1a
hel1a2
hel1b
hell2end
hel3a
hel3b
hellift
goblin1
goblin2
trialpit
beetlefly
thorapproach
thor1
thormap3
thormap4a
thormap4b





open [level name] (cont.)

thormap5a
thormap5b
thormap6loki
mountain1
mountain2
dwarftrans
dwarf1wwheel
dwarfmap2
dwarfmap3a
dwarfmap3b
dwarfmap5a
dwarfmap5b
dwarfmap6darkdwarf
loki1
loki1a
lokimaze
loki2
loki3a
loki3b
villageruin
asgard

